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All Obstacles, Items, & Enemies Revealed!

Conker's BAD FUR DAY.™

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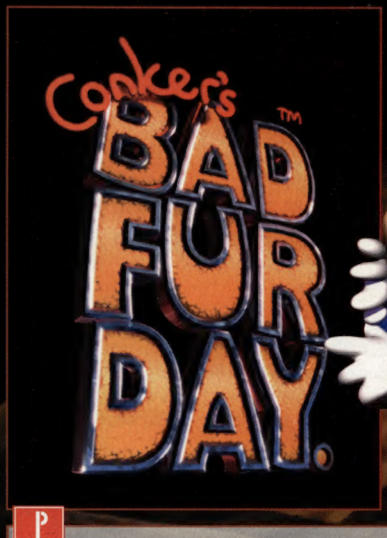

Prima's Official Strategy Guide

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

David S. J. Hodgson
Bryan Stratton

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Project Editor: Jill Hinckley
Editorial Assistant: Terri S. Bloom
Product Manager: Sara E. Wilson

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WARNING

THIS GAME IS NOT FOR ANYONE UNDER 17

Additional Disclaimer

Just so there's no doubt in your mind, *Conker's Bad Fur Day* is a naughty, naughty game. It isn't intended for anyone under the age of 17, or anyone older who doesn't understand the finesse in creating strategy for levels almost completely made of excrement. Because parts of *Conker's Bad Fur Day* involve ramming diarrhea-suffering cows until they explode, castrating an enraged Boiler, swimming in sewage, biting the nether regions of a giant cave man, shocking Cog-on-Cog action, and other unsavory activities, we felt the need to warn you that this strategy guide covers all the game's risqué moments in detail. We haven't gone overboard with expletives or graphic descriptions, and we only allude to some of Conker's outrageous activities. Even so, some portions of this guide may be inappropriate for younger readers.

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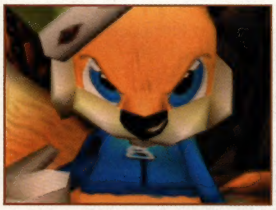
Conker the Conqueror

A Good Night Leads to a Bad Day

Prior to claiming the throne, wearing his crown at a rakish angle and exhibiting an *A Clockwork Orange*–style brooding, Conker had a *very* bad day ...



"Conker!" came the cry from the group seated around the table. "It's your turn."

"Okay, okay. But first I've got to call Berri to let her know I'll be late."

Conker had mentally left the conversation. His mind wandered to thoughts of his girlfriend, Berri, as he pondered her problem with him having fun without her. As he sat contemplating giving her a call, he moved uncomfortably in his chair. His bladder ached and could no longer be ignored.

He stood unsteadily, then just before staggering off, decided that maybe the toilet was a more pressing issue.

The evening wore on, and the beer kept flowing. One round became another, and then another, until Conker reached that awful moment of realization.

"Guys, guys. I think I've had too much." He paused for a moment, nearly retching, then said "I gotta go ...."

At the next table, a couple of pretty little chipmunks sniggered and whispered something to each other as Conker tottered slightly, then nearly lost his balance completely.

"I don't think he can hold his drink," he overheard the nearest one say.

"No, indeed," her sly-looking friend replied.

Conker toyed with the idea of vomiting on the both of them but decided that wasn't such a good idea with their boyfriends sitting opposite. For some reason, they were dressed in combat fatigues and engaged in a heated debate ....

"The war! The evil Tediz have overrun the gray squirrels' homeland! We signed up this morning, and you should do the same, Mr. Red Squirrel." At this point, several gray squirrels around the alehouse leveled accusing gazes at Conker. "If you have any sense of decency and honor, that is."

"I think you just hit the nail on the head," Conker replied as he attempted to stand once more. "I'm definitely going now. Good-bye!"

On the way out, two of his old school chums grabbed him by the arm, shouting "One more for the road, Conker?" and before he knew it:

"Slammers? Oh no, not slammers!" They were lined up in front of him—eight in total. Oh well, tomorrow was another day ....

Happy Hour at the Cock and Plucker

You may start your adventure in a groggy haze near a foul-smelling scarecrow, but the main action takes place in the rowdy bar known as the Cock and Plucker. You'll notice that there are several doors within the Cock and Plucker, and if you head through them, they will take you to different menu areas. Each area is detailed below.

Conker the Conqueror

The Many Exits of the Cock and Plucker

Games 1, 2, and 3

There are three exits within the Cock and Plucker that are labeled "Games"; these exits act as game archives. The first time you head through any of the doors, you'll simply start a new game, since you haven't had the opportunity to save yet. Any subsequent trips through the game exits will allow you to pick up one of your old saved games.

Cheats and Sounds

Yet another exit will bring you to the cheat menu and sound options for the game. The audio menu allows you to play with the game's sound, offering choices of Mono, Stereo, and Five-speaker Surround. Under that is the Cheats menu, where codes can be typed in on a keypad attended by an offensive Fire Imp. Try typing in rude words.

Gregg the Grim Reaper

Loitering in front of another exit, nursing his sickle and staring glumly into his pint, is Gregg the Grim Reaper. The entrance behind him houses the Chapters area of the game. When you complete a subsection of the game, it is unlocked and saved here. You are then allowed to play any part of any Chapter in any order. Watch out, though—sometimes you can't continue playing if you start from a later subchapter and haven't completed an earlier event.

Multiplayer

The final exit from the Cock and Plucker takes you around the back of the bar and into the wine cellar, where all the multiplayer kegs are aging nicely. Refer to the multiplayer section for further information on the games available here.

Stuff This!—Banjo and Kazooie Aren't Here to Party

Eagle-eyed visitors may spot a certain honey bear and his fast-talking bird chum in the Cock and Plucker. No, they aren't downing a pint—this isn't called the Cock and Plucker for nothing. Kazooie's been decapitated, and her head is being used as the handle of a walking cane in the corridor leading to the Chapters exit. Banjo's head, on the other hand, has been mounted and stuck above the fireplace. Hey, just be thankful those Donkey Kong floor rugs are in for a wash.

The Basics of Conker Control

After you commence your drunken journey, sober up and read the following guidelines for controlling this wise-cracking furball.

L—Cutscene Cutter

If you've watched the mostly hilarious and sometimes disturbing cutscenes once and you're replaying a level, you can skip the scene and go straight into the action by pressing L.

START—Putting your Paws on Pause

Pressing START brings up the Pause Menu. You can check the amount of money you've grabbed, the number of lives and chocolate pieces you have, and choose to continue or quit the game. If you choose to quit, you return to the Cock and Plucker. The next time you play, you begin after the last subchapter you completed by heading through one of the previously mentioned game doors.

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The Control Stick—Shifting the Squirrel

The Control Stick moves Conker around, allowing him to turn left, right, move forward, stop, and tiptoe, walk, or run (depending upon the pressure you exert). If you're riding a beast or entering a first-person viewpoint, these controls may change. When this happens, we mention it in the walkthrough.

Z—Crouching Squirrel, Hidden from the Enemy

Pressing Z makes Conker Crouch. Press the Control Stick to move him around on all four paws. Use it for crawling under laser beams or traversing high platforms. Conker can also follow a Crouch with a higher Jump (A) than usual. This is referred to as the Crouch Jump.

B—When Rodents Attack

If Conker hasn't stepped on a large button with a big letter B on it (a Context Sensitive Button), and doesn't have a light bulb over his head, he'll whip out a Frying Pan for a devastating attack. This changes depending upon the environment and what weapon he's armed with.

A—Letting the Fur Fly

Press A and Conker leaps into the air. Press it while running and Conker Jumps. Press Z and then A for a vertical take-off that covers more distance—the Crouch Jump mentioned earlier. Later on, you'll be able to dive into water after a Jump, or even hover, using your tail as a rotor.

C—I Can See Clearly Now

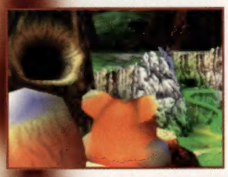
The four C Buttons control the camera:

C◄ and C► rotate the camera horizontally, which is particularly useful when you're walking on a narrow ledge.

C▲ zooms the camera in. Zooming in close to Conker has the advantage of allowing you to see his facial expressions, but you do lose some of your peripheral vision.

When you move from a wide expanse to a narrow tunnel, the camera takes a moment to catch up with you. Press C▼ and the camera zips back behind Conker—perfect when you're high up and one wrong step can send you tumbling. Hold the button down to keep the camera behind Conker's head. Remember: This view doesn't work in all situations.

R—Up Close and Personal

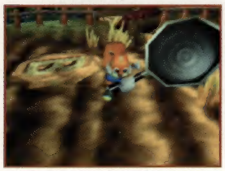


Holding down R zooms the camera up to Conker, allowing you to see in amazing detail the back of his head, as well as a spectacular panorama of the surrounding area. Move the Control Stick around for a 360° view. This also works during one of Conker's idle animations, allowing you to see exactly what he's playing on his Game Boy®.

Conker the Conqueror

Frying Tonight—Conker's Attacks

Frying Pan Smash



Conker's basic attack button (Ⓑ) allows him to retrieve a large Frying Pan from his voluminous pocket and swing wildly. Below are other moves controlled by this same button.

Punch Sober

Press Ⓑ when you're sober but haven't found the Frying Pan yet, and you'll swipe faster, but still unimpressively. Hit the scarecrow for an amusing reaction.

Punch Drunk

Press Ⓑ when you're sloshed and have an empty bladder to execute an ineffectual swipe. This move is pointless, but can be fun to watch.

Note

A multitude of crazy and devastating attacks can be performed throughout *Conker's Bad Fur Day*. The walkthrough handles each new set of moves at the start of each Chapter. However, because many of the attacks use the first-person camera view, practice with multiplayer games to familiarize yourself with the different controls and aiming. You'll also find a wealth of amusingly brutal weapons to choose from in multiplayer mode.

The Flying Squirrel—Airborne Movement

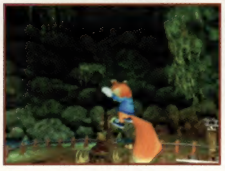
Jumping

Press Ⓐ to Jump. Whether the Jump is vertical or covers some horizontal distance depends on how much pressure you place on the Control Stick.

The Drunk Jump

Attempting to Jump while inebriated causes you to execute a kind of pathetic hop. You end up swaying around, hiccupping, and sometimes even vomiting.

Crouch Jumping



Slightly more impressive and certainly more useful than the Drunk Jump is the Crouch Jump. If you need to attain altitude (usually to reach a platform above you), Crouch (Ⓩ), and then Jump (Ⓐ).

The Helicoptery Tail Thing

Conker makes use of his tail through an ancient and mystical technique known as the Helicoptery Tail Thing. This move is achieved by Jumping or Crouch Jumping, and then pressing Ⓐ again. Press and hold Ⓐ to hover longer. The Helicoptery Tail Thing is useful when leaping from a high point and hovering before you hit the ground. Just don't wait too long to Tail Spin, because the maneuver fails if you're falling rather than jumping. You can hover to make perfect landings, using your shadow to check where the ground is.

Jumping Over Water

Sick of constantly holding down Ⓑ when you swim? Having problems maneuvering underwater? When Jumping over water, first Jump above the water (Ⓐ), then use the Helicoptery Tail Thing (Ⓐ again) to float over the lake you're getting across. This allows you to cover shallow watery areas quickly without submerging. This move is especially helpful if you're trying to avoid water-based enemies, if there isn't much water to cross, or if you're still using waterwings to swim. Unfortunately, it isn't as fast as swimming.

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The Feral Express—Ground Maneuvers

Tiptoeing

With minimal forward movement of the Control Stick, Conker creeps like an arthritic armadillo. This is useful for treading on narrow platforms high in the sky.

Walking

Pushing the Control Stick midway between its central position and "floored" sets Conker at a walk. This is useful if you're exploring new areas and want to react quickly without running off a ledge. You'll leap farther if you Jump after Running rather than Walking.

The Regulation Jog

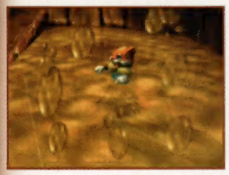
Hold the Control Stick forward to make Conker run. He's pretty fast on his feet, and can react to changes in direction (← or →) or stop (↓) with minimal delay. You'll spend most of your time running during your adventure.

The Enemy Sprint

When you encounter a strange creature that's desperate to grab you (such as the horrific fur-eating zombies of Chapter 7, Spooky), pressing the Control Stick all the way forward will make Conker run full tilt until he's out of enemy range.

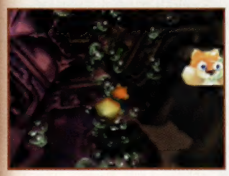
Come On In, the Water's Lovely—Swimming

Waterwings—The Doggie Paddle



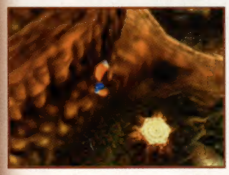
Initially, Conker lacks confidence when moving over large bodies of water, and swims with the help of a pair of waterwings. Jump into the water by pressing Ⓐ, then move using the Control Stick.

Swimming



Once you gain confidence, you'll swim like a fish. On the surface of water (or less savory liquids), press Ⓑ to dive and continue holding Ⓑ to swim. Using the Control Stick, ↑ lets you swim down and ↓ lets you swim up to the surface. Let go of Ⓑ and you remain stationary in the water.

Diving

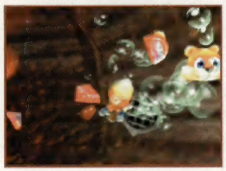


Learn to dive from the air for extra advantage. Execute the Helicoptery Tail Thing, and press Ⓑ again while hovering over water. Conker expertly dives, which allows you to re-surface more easily.

The Fine Art of Drowning

There's a fine line between swimming like a fish and swimming with the fishies. Conker's face turns purple to indicate his diminishing air reserves, which start at around 20 seconds. When drowning, Conker's cheeks expand, his eyes become bloodshot, then he turns purple before gurgling and closing his eyes. Once the air runs out, Conker loses health until he dies. It takes only about three seconds to drown, so surface immediately.

Air Ducts



Underwater air ducts are scattered around the lakes for some of Conker's longer underwater exploits. Hover over these to replenish your air reserves, taking care to position yourself over the duct at the proper angle for Conker to swallow air automatically.

Shaking Off

If you emerge after a swim and leave Conker stationary, he shakes off the water like a wet dog.

Learning the Ropes—Platforming at Altitude

Climbing Ropes

Once you master ground and water, you'll want to try techniques high in the sky. To get there, you need to master climbing techniques. The first difficulty is learning to climb a rope. The actual rope climb (↑ on the Control Stick to climb, or ↓ to slide down) isn't the problem—grabbing the rope is the hard part. If you miss a leap toward a rope, you suffer an embarrassing fall. If you don't miss, you automatically grab the rope and hang there. Don't pound Ⓐ—this causes you to rock the rope from side to side, and you slide down slightly.

If you grab the rope by its end, you're likely to fall off. Aim high, position the camera well, and Jump straight to the rope.

Climbing Ladders

Climbing into the sky on a precarious ladder is initially quite scary, but easy to accomplish. Jump onto a ladder and use the Control Stick to move. When you want to climb down, Walk to the top of the ladder and keep going—you automatically climb down.

Ladder Tomfoolery

If you're dropping out of the sky with a ladder nearby, head toward the ladder as you fall. You'll grab hold automatically without loss of health. If you want to climb a ladder faster, Jump while you climb—you'll take the rungs two at a time.

Teetering

You often have to walk across narrow platforms high in the air. Try tiptoeing (light pressure on the Control Stick) to minimize the risk of a fall. If you step over the edge of a platform while tiptoeing, there's a good chance you'll auto-hang off the side. If this happens, press the Control Stick ↑ and clamber back on.

Falling

The opposite of climbing is falling. Typically accompanied by a squeak of terror and a nasty landing, falling can be fatal. If you fall 10 feet, expect to lose a piece of chocolate. Fall 20 feet, and lose two chocolate pieces. Fall more than three floors or 30 feet, and you'll be ordering a mop, bucket, and body bag. Be careful.

Note

Conker gets to control some of the craziest vehicles ever seen, from a snarling raptor to a jet board. The walkthrough details the different controls necessary when mounted on a vehicle.

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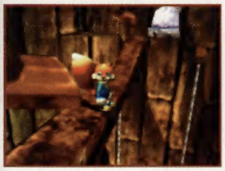
Stockpiles, Collectibles, and Reacting With the Environment

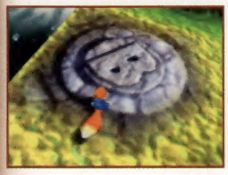
During this expedition, Conker chows down, interacts with large buttons, and fiddles with a wide variety of useful objects. Here's information on these items and objects:

Anti-Gravity Chocolate—A Taste Sensation



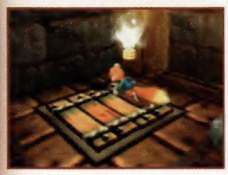
This is a slightly different type of health bar—your health depends on giant pieces of floating chocolate. You start with three pieces of chocolate in your health bar, and can add pieces up to a maximum of six. You lose chocolate (usually one piece at a time) by being on the receiving end of an enemy attack or by falling. Some enemies inflict two (and rarely three or more) chocolate pieces in damage. In early game sections, chocolate pieces regenerate where they're found. By the time you reach Chapter 5, this stops. For the chocolate location nearest you, check the walkthrough maps.

The Context Sensitive Buttons



Giant buttons litter the landscape of Conker's world. Stand on a Context Sensitive Button, press Ⓑ, and you receive a handy item or special power that will be useful in your current situation.

The Light Bulb That Goes Ting



When you step on a Context Sensitive Button, you'll have an idea, shown by the appearance of a large light bulb above your head. In some areas, a light bulb appears even in the absence of a Context Sensitive Button. When this happens, press Ⓑ immediately—the light bulb acts as a Context Sensitive Button. It's also useful for finding the only hidden area in the game.

You Love Manual Long Time

For in-game reading during your exploits—say, you want to check how to use a Context Sensitive Button again—Conker can whip out his manual. Just press L and Ⓑ together while standing on the Context Sensitive Button.

The Keys to Victory

There are locked doors in the game with scattered keys to unlock them. The keys sometimes shriek and need walloping with a Frying Pan before you can pick them up. They are detailed in the next section.

Stacks of Cash

Conker gets sidetracked in his search for a comfy bed, and instead collects wads of cash. Collect as many as you can.

Rolling Objects

On various occasions, you come across large objects—rocks, brass balls, or other more pungent orbs—that need rolling. Run into the object and it starts to move automatically. Move to the object's side for better leverage in turns. Remember to stay behind the object lest you get squished.

Moving Objects

Moving objects (usually crates) is as easy as Rolling objects. Run into them to automatically push them. Keep shoving, even if Conker protests, until you're happy with where you've placed your object.

Pulling Levers

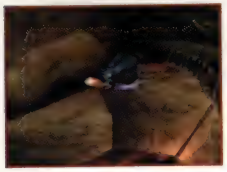
Throughout the game you'll find big wooden levers with metal handles, which need pulling. Crouch Jump to automatically grab the handle and activate the lever. If the lever doesn't budge, another task needs to be completed before you can pull it.

Conker the Conqueror

Live Items

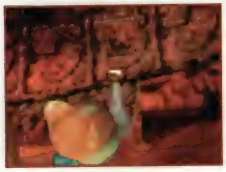
Some of the objects you interact with on your journey are alive, and they're usually small and yellow. When you see these timid, bouncy items, smash them with the Frying Pan, then scoop them up automatically. Then carry them around for a bit before depositing them—usually as part of a sacrifice.

Floor Switches



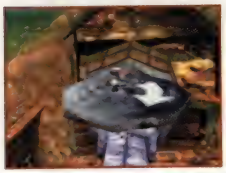
Roll or push an object onto an indentation in the ground to activate it.

Wall Switches



A wall indentation calls for a nearby Context Sensitive Button. When you see a switch on a wall, fire a conker at it using your Catapult.

Cylindrical Switches



A faucet has a large cylindrical head, which is a type of switch. Shallow cylindrical platforms are also switches, activated by jogging around them, usually clockwise. If nothing happens after five minutes of running, stop and complete a couple of tasks before trying again.

The Beer Keg

Alcohol and Conker's amazing bladder play a large role in the game. On a couple of occasions, he'll find an enormous keg of ale. Press Ⓑ and he'll drown himself in beer, instantly becoming intoxicated. This makes him stagger around, unzip his pants, and let rip with the waterworks until his bladder empties (about 30 seconds). Precision peeing is described in the walkthrough for Chapter 4, Bats Tower.

While intoxicated, Conker is susceptible to swaying and vomiting—especially if you continuously move him in a circle. To sober up, Conker must visit a nearby medicine cabinet, press Ⓑ, and take a tablet.

Entrances and Exits

Every level has an entrance and an exit—usually at the same location. Entrances are doorways with inky blackness behind, which transport you to a new and wondrous region.

Grated Alcoves

If you see a room or an alcove behind a metal grating, move on—they cannot be entered from your current position.

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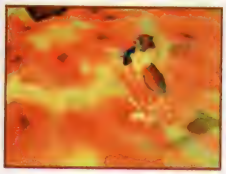
Environmental Hazards—Curtains for Conker

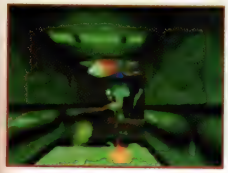
Aside from enemy attacks and drowning, there are a number of additional (and sometimes entertaining) ways to lose chocolate. Here are some to be wary of.

Liquid Hot Magma



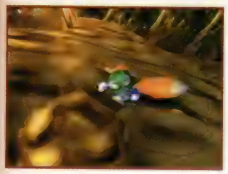
Lava is the bane of the platform gamer. Land in lava, and your furry tail catches fire. You leap screaming into the air, run automatically for about three seconds (steer away from the lava during this time if you can), and lose a chocolate piece. Continue landing in lava, and you eventually sink and die.

Nuclear Waste



Nuclear Waste, a bright green and toxic ooze, affects Conker the same way as lava—so avoid contact at all costs.

Poo



Not as unhealthy as you'd first suspect, wallowing in excrement (specifically, the exterior of Poo Mountain) has its benefits: Land in poo and you incur no damage, no matter what distance you fall. The interior of Poo Mountain is a different story ....

Bottomless Pits

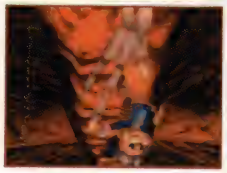
Unless a bottomless pit is labeled with a sign stating Exit, don't fall into it.

Deep Space

Don't step out of an airlock into deep space. Unless you're after death by asphyxiation, that is.

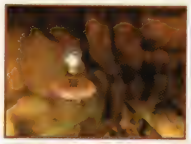
Dealing with Death

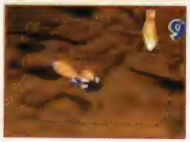
Meet Gregg the Grim Reaper



You meet Gregg the Grim Reaper the first time you bite the dust. He explains to you that scattered around the world are hooks. On these hooks are bushy tails and each tail is a life. If you run out of chocolate pieces, you lose a life. When you return, the tails you've collected in your previous life return, minus the one you just used up. Run out of lives, and it's Game Over. Tails don't appear when you play the game in Chapter mode.

99 Lives in Two Minutes





You'll need all the lives you can get. How about 99? Enter Barn Boys, travel to the Cheese Corral, and leap around the back of the arena. When you spot a light bulb during a Jump between sandstone blocks, press Ⓑ to reveal a secret alcove.

This alcove houses a special Tail Thingy, worth 10 lives, which will appear after you have visited Gregg. After you collect the Tail Thingy, run to the barn door entrance (near where you chatted with the King Bee), enter, then exit and return to the tail hook. Another Tail Thingy appears. Grab it. Repeat until you max out your lives at 99.

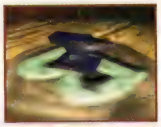
Alternatively, try completing the game in one sitting without using a single life? Only masochists need apply.

Conker the Conqueror

Conker Costumes

Conker sports some of the finest fashions seen in a platform game featuring squirrels. Here's what this year's rodent is wearing:

Regulation Denim and Sneaker


The Anvil

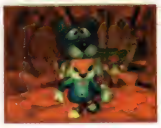
Going Batty

The Timid Swimmer

The Village People Aficionado

Private Conker

The Gas Mask

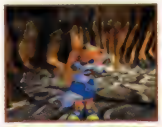

The Cave Dweller

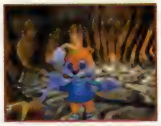
Back in Black

Idle Hands Make Conker Work

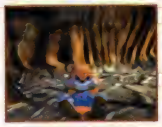
When you take a restroom break, or you reach that point where the red mist is forming and you can't Jump that narrow platform at the top of the Bats Tower, don't pause the game. Leave Conker inactive for a while and check out the 14 different idling animations.

Idle #1: Scratching Head


Idle #6: The Jacket Clean


Idle #11: The Yo Yo (two versions)

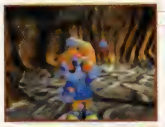
Idle #2: The Yawn


Idle #7: The Sitting and Rocking (with optional whistle)

Idle #12: The Game Boy®

Idle #3: The Look Around

Idle #8: The Drink Sipping


Idle #13: The Juggle

Idle #4: The Shoe Tap

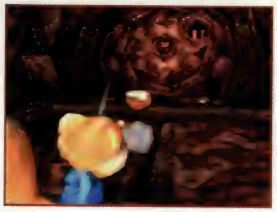
Idle #9: Fiz Off

Idle #14: Eager Beaver

Idle #5: Hands Behind Back

Idle #10: The Time Keeper

Conker? Oh, That Old Chestnut



Conker: English colloquialism for the fruit of the horse chestnut tree. Before the advent of video games, chestnuts were picked in the fall, hardened (sometimes by being soaked in vinegar), and attached to a piece of string. The conker was held by the string while a rival attempted to crack the nut with his own carefully hardened chestnut. The first nut to crack was the loser, and the person with most conker-based victories was said to be the Conkerer. Hold on, did we already use that joke? Well get used to it—it's repeated throughout the guide.

One Guide Conkers All—How to Use this Tome

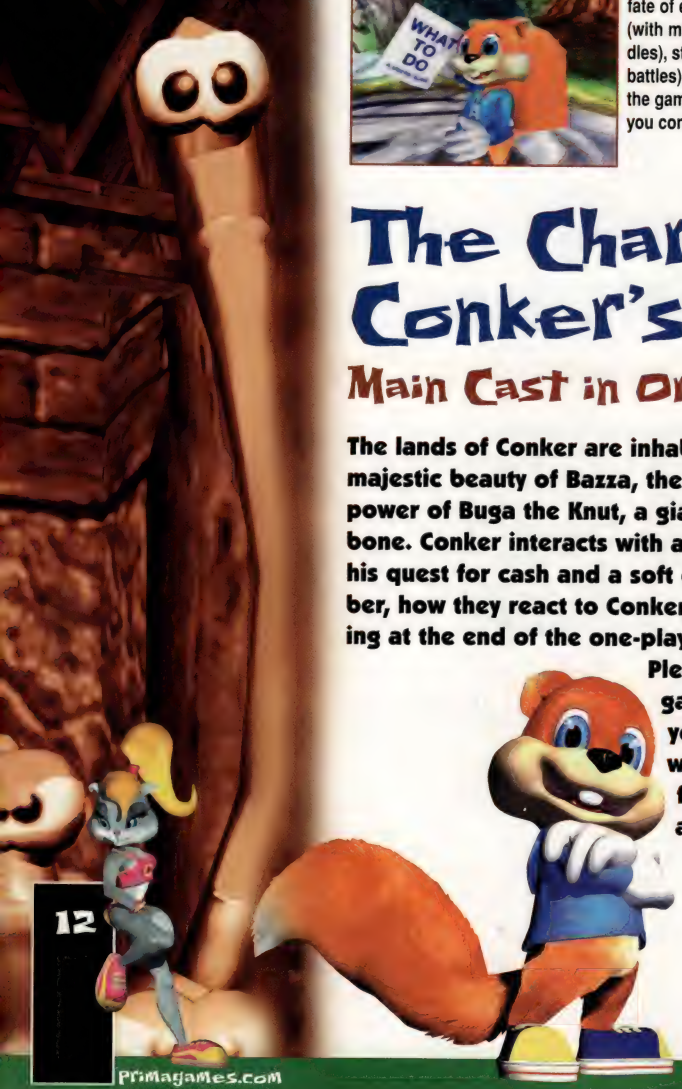
This guide contains a complete cast list (and information on the ultimate fate of each critter), a mammoth walkthrough of all nine single-player levels (with maps and locations of every item including the sought-after cash bundles), strategies on the multiplayer matches (from death matches to tank battles), and then a little quiz, where there are no fabulous prizes. We reveal the game's innermost secrets, so make sure you really want to know before you continue—major revelations lie ahead!

The Characters of Conker's World

Main Cast in Order of Appearance

The lands of Conker are inhabited by wondrous entities, from the majestic beauty of Bazza, the poo-shoveling Dung Beetle, to the brutal power of Buga the Knut, a giant caveman with an impressively large bone. Conker interacts with a wide variety of (usually rude) creatures in his quest for cash and a soft comfy bed. We've detailed every cast member, how they react to Conker, their level of threat, and even their standing at the end of the one-player game.

Please note that some information may reveal game plots you might not want to know just yet, so peruse this section only when you want to learn the fate of your favorite foe or friend. We'll start with the major characters, and continue chronologically.



The Characters of Conker's World

Conker T. Squirrel

First Appears: Throughout the game
Relationship to Conker: N/A
Description: Bushy of tail and twitchy of nose, Conker is your average cute and lovable game character ... apart from the bouts of drunkenness, profanity, and that uncontrollable malevolent streak that sometimes surfaces. You saw the prologue, so you know he's king of the land. Conker is on a quest for a bed when he gets side-tracked into a hunt for cash instead. What he really craves is the quiet life.
Threat Level: N/A

Berri

First Appears: Game introduction
Relationship to Conker: Girlfriend
Description: A slightly whiney, keep-fit fanatic with a vacuous head and a lithe physique. She's impatient, sometimes downright rude, and always sports the latest in rodent fashion. She guides Conker through some of the Chapters.
Threat Level: None

The Fabled Fairy Panther-Type King

First Appears: Game introduction
Relationship to Conker: From a fable told by Conker's parents
Description: This gigantic panther, clad in the finest royal silks, isn't the sharpest tool in the shed, but he rules the land with an iron paw and a band of loyal servants. Well, except for that weasel .... He firmly believes in the use of duct tape to maintain order and seeks a squirrel-shaped leg to balance his sacred milk table. Rants and roars in the initial stages of the game. His ingenious machinations are unclear.
Threat Level: Perceived—Great; Actual—None

Zer Professor

First Appears: Throne room in Windy cutscene
Relationship to Conker: Arch-nemesis (unbeknownst to Conker)
Description: This Prussian weasel scientist with a Napoleon complex is the inventor of Anti-Gravity Chocolate, the evil army of Tediz, and other, more Xenomorphic entities. Although a sniveling weed, Zer Professor is the real power behind the Panther-type King's quest for ultimate power and death to all opponents.
Threat Level: Zer Professor—Minimal; Zer Professor's creations—High

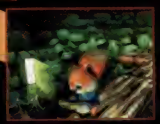
Mr. Scarecrow Birdy

First Appears: Hungover
Relationship to Conker: Initial adviser on the delights of the Context Sensitive Button
Description: He's a shambling, drunken scarecrow with one leg. Scares birdies, slurs, and dozes.
Threat Level: None (aside from the smell)

Gregg the Grim Reaper

First Appears: When Conker first snuffs it
Relationship to Conker: Harbinger of Death. And tails.
Description: A potty-mouthed sickle-wielder, Gregg is considerably smaller than Conker's preconceived idea of what the Grim Reaper should look like. Gregg discovers that squirrels don't die in the usual manner, and grudgingly grants Conker extra Tail Thingy lives.
Threat Level: None, unless all tails are used up. Then very high indeed.

The Cock and Plucker Quiz Question 1



When you go on a bathroom break or throw the controller down in disgust and leave Conker to his own devices, he starts amusing himself in many ways, including playing his Game Boy. What's the game he's playing?

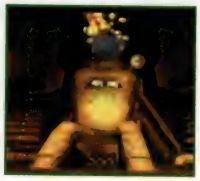
A. Mr. Nuts
B. Donkey Kong Country
C. Killer Instinct
D. Street Fighter II

See page 127 for quiz answers.

Haybot

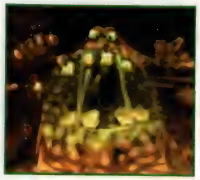
First Appears: Barn Boys
Relationship to Conker: Fiendish enemy straw cyborg
Description: Flammable straw over living endoskeleton. Hopping on a giant metal foot, the Haybot attacks with two giant arms, a couple of shoulder-mounted Suzie 9mm rockets, and various accents, mainly Austrian.
Threat Level: Medium. Susceptible to a mix of sewer water and electricity. Large self-destruct button on back also a hindrance.

The Bourgeois Big-Bollocked Boiler



First Appears: Bats Tower
Relationship to Conker: Enemy boss
Description: Powered by Fire Imps, and sporting a couple of impressive swinging brass appendages.
Threat Level: Medium

Great Mighty Poo (aka G.M.P.)



First Appears: Sloprano
Relationship to Conker: Enemy boss
Description: A gigantic mass of excrement with a glass-shattering singing voice and sweet corn for teeth. Adept at detaching poo balls from its mass and throwing them at Conker, hence the name Great Mighty Poo.
Threat Level: High

The Weasel Mob Boss

First Appears: Uga Buga
Relationship to Conker: Heavy-handed muscle and girlfriend killer
Description: A stogie-munching weasel with a Brooklyn accent, a striped suit, and a weakness for over-indulgence in the fine art of baseball bat combat.
Threat Level: Medium to Conker; High to everyone else

The Ugas

First Appear: Uga Buga
Relationship to Conker: Enemies or loyal servants, depending on Conker's attire
Description: Yellow lantern-jawed cavemen with limited intellect. Usually armed with clubs or spears and clad in pelts.
Threat Level: Low

Buga the Knut

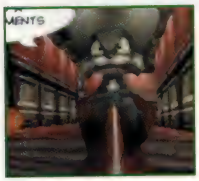
First Appears: Uga Buga
Relationship to Conker: Enemy boss
Description: Gigantic man-mountain with loose loincloth, allegedly large meat and two veg, and predilection for grabbing his bone with both hands and hitting Conker with it.
Threat Level: High

The Characters of Conker's World

Jugga

First Appears: Uga Buga
Relationship to Conker: Bit on the side
Description: Originally Buga the Knut's lady acquaintance, Jugga the giantess falls in love with Conker after he proves himself more of a man, despite actually being a squirrel.
Threat Level: None

Count Batula



First Appears: Spooky
Relationship to Conker: Great-great-great-great-great-grandfather
Description: Immense vampire with Transylvanian accent, amazingly coifed hair, and blood addiction. Can also appear as a large black bat.
Threat Level: Low

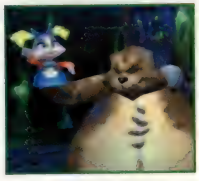
Sarge

First Appears: It's War
Relationship to Conker: Drill sergeant and military adviser
Description: Large, powerfully-built squirrel loyal to the cause, but a little lacking in cranial capacity.
Threat Level: None

The Evil Tediz

First Appear: Cutscene in Windy
Relationship to Conker: Enemy footsoldiers
Description: Now rebuilt and less flammable, Zer Professor's creations are currently waging a terrible war on all squirrels. Beady-eyed (literally) and coming in two sizes (the smaller Tediz are more vicious), Conker needs to dispatch more than 110 of them to achieve victory in It's War.
Threat Level: Low to high depending upon situation

Little Girl/The Experiment



First Appears: It's War
Relationship to Conker: Enemy Boss
Description: Cute little possessed tyke with potty-mouth and no legs, attached to The Experiment, a humongous blind mutant Tediz with a giant saw blade, three dual-mounted heavy weapons, and a gigantic opening in its back to immobilize it.
Threat Level: Medium

Heinrich the Xenomorph

First Appears: Heist
Relationship to Conker: Final Adversary
Description: Ten-foot shiny Alien with acid for blood and sharp talons and teeth
Threat Level: Very High

Supporting Cast in Order of Appearance

Name	First Appears	Friend or Foe?	Threat Level
Key	Hungover	Friend	None

Large, gold, with two eyes and a timid nature, you'll come across one Shrieking Key and three Non-Shrieking Keys.

Gargoyle	Hungover	Foe	Low

Heavy and with a poor center of balance, this giant stone creature is susceptible to Frying Pans.

Stack of Cash	Windy	Friend	None

A ranting (and usually abusive) wad of tightly-packed dollar bills making up $100 in cash. Conker collects these to further his progress.

Mrs. Bee (aka Queen Bee)	Windy	Friend	None

Large and emotionally unstable bee with unfaithful husband and a knack for losing her hive.

Wasp Hoodlums	Game Intro	Foe	Medium

Three good-for-nothing wasp heavies intent on pilfering beehives for reprehensible purposes.

Giant Wasp Larva	Windy	Foe	High

Guardian of the wasp nest, this hideous green beast butts Conker viciously when he first attempts nest entry.

Musically-Inclined Pacifist Bees	Windy	Friend	None

The Windy bees swarm about once the hive is returned, buzzing along with the music. The five swarms of Barn Boys bees tickle sunflowers and squirrels.

Dung Beetles	Windy	Foe	Medium

Common as muck, these insects speak with a thick Liverpudlian accent, and wallow in poo. They guard Poo Mountain.

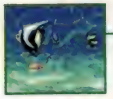
Poo Cabin Proprietor	Windy	Friend	None

Guardian of the Poo Cabin, which regulates the flow of feces into Windy. He asks Conker to fill his sewer in return for a supply of poo balls.

King Dung Beetle	Windy	Foe	None

The leader of the Dung Beetles, this king of the hill snoozes peacefully in high-altitude excrement.

The Characters of Conker's World

	Name	First Appears	Friend or Foe?	Threat Level
	Angel Fish	Windy	Friend	None
	Ten black-and-white Angel Fish skip about the shimmering blue lake waters.			
	Odd Little Armored Imp	Windy	Foe	Medium
	A small green Imp encased in a ball of metal armor. Invulnerable in water and on land.			
	Carnivorous Worm	Windy	Foe	High
	Large and pink with a nasty bite, five of these invulnerable beasts guard the path to the top of the windmill.			
	Mr. Barrel	Windy	Friend	None
	A mysterious wooden barrel with two eyes, Mr. Barrel initially offers an expensive prize which ends up to be not quite as exciting as Conker anticipates.			
	Buggerlugs the Bull	Windy	Foe	Medium
	Crazed bull with a distaste for the color red, Buggerlugs' head is wrenched in different directions in an attempt to steer him into the path of oncoming cows.			
	Daisy, Mavis, and Olive	Windy	Friend	None
	Three cream-colored bovines with thick Yorkshire accents. They initially munch grass until butted, then drink prune juice before squatting and defecating.			
	Jack and Burt	Barn Boys	Friend	None
	Smaller than their female friends, Jack is initially stuck under the weight of his terrified partner while Burt opens the Cheese Corral for Conker.			
	Large Boxes	Barn Boys	Foe	Medium
	Two of the boxes are bouncing along a sandstone path leading to the Cheese Corral. The third is sitting atop her beau, frightened of a large gassy rodent.			
	Big Wooden Jumping Box	Barn Boys	Foe	Low
	A rickety old crate content to live out his final days jumping around in a circle. Although he can squash squirrels, Conker needs to leap onto him to enter the barn loft.			
	Marvin the Gassy Rodent	Barn Boys	Both	Low
	Emitting noxious vapors from all orifices, Marvin leaps about a grassy area, frightening female boxes, and expecting live cheese.			
	Cheese Pieces	Barn Boys	Friend	None
	Over in the corral, eight pieces of cheese are waiting nervously to be belted around the head with a Frying Pan and fed to a flatulent rat.			
	Franky	Barn Boys	Both	Low
	A wooden pitchfork with a southern drawl, Franky is initially threatening when Conker invades his turf, then becomes suicidal before finally becoming friendly.			

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Name	First Appears	Friend or Foe?	Threat Level
Lippy Can of Paint	Barn Boys	Foe	None

Goading Franky with insults and threats, this can of paint spends his time muttering expletives and shouting at his subservient partner.

Name	First Appears	Friend or Foe?	Threat Level
Echoing Paintbrush	Barn Boys	Foe	None

Thick as two short planks, Mr. Paintbrush is the last of the trio known as the Barn Boys and spends his time repeating the thoughts of Mr. Paint before receiving a verbal lashing for his mental ineptitude.

Name	First Appears	Friend or Foe?	Threat Level
Jumping Haystacks	Barn Boys	Foe	Low

Eight haystacks of varying sizes leap about the barn interior on Conker's initial investigation. Somewhat creepy, they knock Conker about and don't take kindly to his presence.

Name	First Appears	Friend or Foe?	Threat Level
Mr. Bee (aka King Bee)	Barn Boys	Friend	None

A penniless, cheating drunkard, the King Bee sits morosely, dozing off a previous night's heavy drinking, and lamenting his lack of action with a certain sunflower.

Name	First Appears	Friend or Foe?	Threat Level
Sunny the Chesty Sunflower (aka Flora Croft)	Barn Boys	Friend	None

Tall and slim, with an insatiable appetite for pollination. Highly ticklish, this temptress presses Conker for inter-species pollination, and exhibits a large pair of the stigmas.

Name	First Appears	Friend or Foe?	Threat Level
Barry and the Brown Bats	Barn Boys	Foe	Medium

Barry and his mates live in the rafters of the barn. His cousins inhabit the dark, dank corners of Bats Tower (as you'd expect). They see Conker as a threat—at least they would if they weren't blind.

Name	First Appears	Friend or Foe?	Threat Level
Odd Little Monk	Barn Boys	Friend	None

One of the first characters that Conker vomits on in the introduction, these cowled Imps stand motionless reading stone tablets. If Conker stands on a tablet, he'll be catapulted into the air.

Name	First Appears	Friend or Foe?	Threat Level
Angry Wasps	Barn Boys	Foe	High

Related to the wasps responsible for the hive-hijack, these three sharp-pronged insects guard the ladders leading to the diving board.

Name	First Appears	Friend or Foe?	Threat Level
Hive Wasps	Windy	Foe	Medium

More than 30 buzzing insects attempt to dissuade Conker from stealing the Queen Bee's hive from their nest.

Name	First Appears	Friend or Foe?	Threat Level
Aristocatfish	Bats Tower	Friend	None

A very prim and proper Catfish, she leads her ladies around the lagoon near the tower, lamenting the nearby proximity to the Bullfish.

Name	First Appears	Friend or Foe?	Threat Level
Catfish Lady	Bats Tower	Friend	None

Accompanying the Aristocatfish are four lady Catfishes. When not playing aquatic bridge or nattering about the foul Bullfish, they offer advice to one another, bringing new meaning to the term fishwives.

Name	First Appears	Friend or Foe?	Threat Level
Bullfish	Bats Tower	Foe	Medium

A mammoth beast with a shark's tail and torso, and a dog's head. Conversation is limited, as the Bullfish prefers his sharp incisors to do the chomping. Tied to a rock in a lagoon near the Bats Tower entrance.

Name	First Appears	Friend or Foe?	Threat Level
Schizoid Cog	Bats Tower	Friend	None

There are two sides to the schizoid Cog: a gruff and thoroughly offensive stogie-chomping, ranting fiend with a thick Yorkshire accent, and a rather fey, soft-spoken, cigarillo-puffing thespian type.

Name	First Appears	Friend or Foe?	Threat Level
Cogettes	Bats Tower	Friend	None

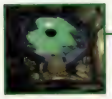
Red, green, and blue lady Cogs running loose in the Bats Tower antechamber. They squeal, bounce around dodging Conker's Frying Pan, and protest when carried back to the schizoid Cog.

The Characters of Conker's World

Name	First Appears	Friend or Foe?	Threat Level
Mister Big Cog	Bats Tower	Friend	None

With a silent grin and a knowing glance, Mister Big Cog has been known to engage in alternative lifestyle choices in the past. He currently owns the finest handlebar mustache in the entire land.

Clang	Bats Tower	Foe	High



The five mechanical fish patrolling the underwater area between the Catfish safe and the boiler room. Vicious, metallic, and with one giant green eye that's afraid of direct light.

Fire Imp	Bats Tower	Foe	Medium

Prone to smoking and fiery flatulence, these 10 devilish beasties generally attempt to wreak havoc with Conker before controlling the Boiler boss.

Sweet Corn	Sloprano	Friend	None

The half-dozen kernels of bouncy, sweet corn leaping about the Poo Mountain interior are simple-minded critters, but with masterful excrement-survival skills.

Thin Weasel Guard	Game introduction	Foe	None

Rakish stooping weasel with severely limited intellect. Stops Conker from entering Uga Buga with less than $1,000. Sent by the Panther-type King to locate and bag a squirrel. Or elephant.

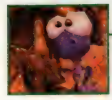
Fat Weasel Guard	Game introduction	Foe	None

Panther-type King elite unit.

Mini-Fangy Dinos	Uga Buga	Foe	Medium

Four small red raptors with impressive headbutt abilities. Galloping up and down the entrance to the initial temple.

Mutant Fangy	Uga Buga	Friend	None



Recently hatched from a purple-spotted egg, this beaked raptor mutation adores his squirrel mother and has an insatiable appetite for crunchy Uga braves. He follows Conker everywhere, as long as Conker takes his time.

Stone Giant (aka Rock Monster)	Uga Buga	Foe	Medium

Massively powerful stone beasts either drunk and lumbering about the entrance to the nightclub Rock Solid, or dancing frenetically inside. Impervious to single attacks, can only be harmed by multiple assailants and Conker's internal water.

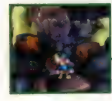
Stone Giant Bouncer	Uga Buga	Foe	Medium

Larger than the usual Stone Giant, and sporting a natty black bow tie and the latest in sedimentary radio microphone technology, he kidnaps Berri and begrudgingly lets Conker into the club.

Dragon God	Uga Buga	Foe	Medium

Ancient and mythic being whose spirit is said to haunt the gigantic Dragon statue in the main Uga Buga ceremonial chamber. He seeks a champion worthy to clear his nasal cavity, and an offering—nothing special though, any old Mutant Raptor will do.

Stone Giantess (aka Rockette)	Uga Buga	Foe	Low



Three-ton dancers with platinum blond hair and ill-fitting bikinis inhabit the Rock Solid Club. Conker tries not to stare, as they seem to be pouring out of their clothing. One of the girls, Roxy, has been linked to the weasel Mob Boss.

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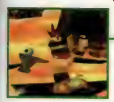
	Name	First Appears	Friend or Foe?	Threat Level
	The Uga Brothers	Uga Buga	Foe	High

The four Uga Brothers, or three after the overbalancing antics of Simon leaves him in hot lava, are first met in Rock Solid. They club Conker on the head, steal his money, show him their Cro-Magnon backsides, and challenge him to a jet board race.

	The Weasel Gang	Uga Buga	Friend	None

Chiccho, Frankie (no relation to the pitchfork), Paulie, and some guy in a yellow shirt make up the weasel gang. Their job is to act on the weasel Mob Boss's orders and inadvertantly disrespect him.

	Fangy	Uga Buga	Both	High

After tearing a couple of Ugas apart, this vicious snarling Raptor becomes transfixed at the sight of Conker's swinging pocket watch. He is then used to attack waves of Ugas, before biting the groin and buttocks of Buga the Knut.

	Squirrel Zombie	Spooky	Foe	High

Bodies of dead male and female squirrels brought into the service of Count Batula. Shamble about with one simple purpose—to devour anything furry.

	Skeletal Worms	Spooky	Foe	High

The skeletal remains of the Carnivorous Worms, who aren't really worms if they've got a skeleton, but for purposes of suspending disbelief, let's say they're worms. They guard the windy hill to Count Batula's castle, surfacing to bite and throw Conker.

	French Villager (aka Frenchies)	Spooky	Foe	Medium

Clad in tweed and squeaking "haw-he-haw-he-haw," the French rodent Villagers have been fighting the evil Count Batula for centuries without much success.

	Electric Eel	It's War	Foe	Medium

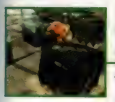
A dangerous serpent of the deep roams the refuse-filled harbor of the squirrels' military installation.

	TNT Imp	It's War	Both	Low

An Imp with both bowel and intestinal difficulties, and a huge keg of TNT strapped to his back.

	Spider Mines	It's War	Foe	High

Submerged mines with eight legs, these experiments of Zer Professor pop up at inopportune moments to wreak havoc and cause severe wounding.

	Jumping Ammo Box	It's War	Foe	Medium

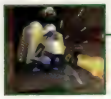
The military version of the bouncing boxes found back in Barn Boys, these camouflaged ammo boxes bounce around in a clockwise circle in the squirrel base harbor.

	Squirrel Soldier	It's War	Friend	None

Drinking buddies from the Cock and Plucker, and other rodent civilians recently enlisted and ready to protect the squirrel kingdom from the evil Tediz scum.

The Characters of Conker's World

Name	First Appears	Friend or Foe?	Threat Level
Flamethrower Imp	It's War	Foe	Medium



Clad in the latest titanium full-body armor, these Imps have but one job to do—intermittently spray enclosed corridors with fire.

Mad Doctor Tediz	It's War	Foe	Medium

Those Tediz experiencing particular joy in experimenting with squirrel innards are given a laboratory and an unwilling subject or two to play with. They throw syringes instead of packing heat.

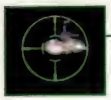
Big Mad Doctor Tediz	It's War	Foe	Medium

A Mad Doctor Tediz that's slightly bigger than his colleagues can train to become a Big Mad Doctor Tediz with minimal schooling. He's then more difficult to hit in the combat zone.

Private Rodent	It's War	Friend	None

Specky friend of Conker's from way back, Conker is shocked to discover Rodent is actually a guinea pig—he's testing out some indestructible military armor at a Tediz firing range.

Submarine	It's War	Foe	High



Firing off Teddifunkin U47 homing missiles from the murky blue sea near the Tediz' secret underground lair are more than 15 enemy submarines.

Feral Reserve Security Guard	Heist	Foe	High

The crack team of security weasels guarding the $997,590 left remaining in the game that Conker has yet to collect.

Chapter 1 Hungover

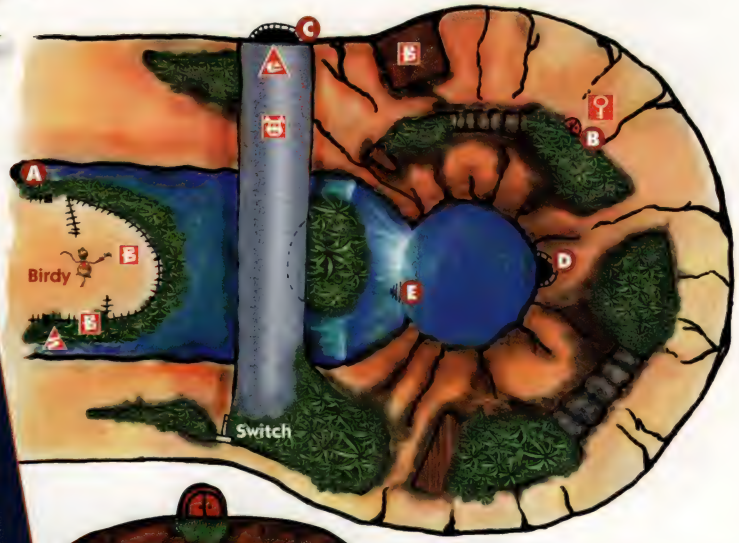
Command and Conker—Debriefing

Nursing a throbbing cranium, Conker puts aside all murky thoughts of the previous night's immoderate partying, and stumbles around a small vegetable patch. To continue, he must converse with a scarecrow with a penchant for Helium. If Conker follows the scarecrow's directions, he'll eventually sober up, engage in a bit of light leaping, remember his Frying Pan, then use it to remove a squatting Gargoyle. Afterward, Conker needs to remove a boulder blocking the exit (with the help of Context Sensitive TNT). Essentially, use this chapter for practicing your saucepan swinging, tail rotation, and jumping techniques.

Plan of Action

1. Commence mission to sober up by visiting deranged scarecrow.
2. Engage in witty banter with the scarecrow to uncover Context Sensitive Button explanation.
3. Locate lever and attack defenseless key.
4. Remember Frying Pan Attack, then swing violently at Gargoyle.
5. Remove rock blocking exit with judicious TNT usage.
6. Exit to the Windy chapter.
7. Upon exiting the Spooky chapter, collect stack of cash in alcove under waterfall.*
8. Total cash available: $100.*

* Must be completed later in the game, after Chapter 7.



Map Legend

- Starting Point
- End Point
- Key
- Context Sensitve Button
- Gargoyle

Entity Encounters

1 Drunken Scarecrow (Birdy)
1 Shrieking Key
1 Gargoyle
1 Stack of Cash

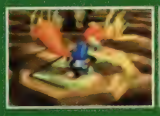
Hungover

Chapter 1

Conker's New Moves

The Helicoptery Tail Thing

Press Ⓐ to Jump, then press and hold Ⓐ and use Control Stick to navigate.



Context Sensitive Buttons

Step onto the large octagonal pads marked "B" and press Ⓑ. You'll receive a helpful aid that's pertinent to the situation you're in.

The Frying Pan Attack

Press Ⓑ to violently swing a blackened Frying Pan at a nearby foe.

General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

Naughtiness Checklist

- ✓ Public Drunkenness
- ✓ Helium ingestion for comedic purposes
- ✓ Unprovoked attack on defenseless key
- ✓ Cunning misspelling of popular expletive
- ✓ Detailed explanation of Gargoyle discomfort

Part 1: Scaredy Birdy

After staggering to your feet, shuffle forward. You're still feeling the aftereffects of last night's soirée and need some medication. Shamble around the perimeter of the small vegetable patch to your left until you're around the other side and can move onto the patch. At any time, you can execute a pathetic frail punch Ⓑ, or a jumping hiccup Ⓐ, but these decrepit moves won't help your cause—you need an audience with Birdy for that.

Bird scarer or bird-brain? Both, it seems. After the first strenuous conversation, Birdy slumps next to his sign, and you can optionally punch him in the stump. Birdy, who's not terribly pleasant, retaliates with a mouth as foul as a sailor's—a grumpy, drunken, one-legged sailor made of straw. Wander over to the the first Context Sensitive Button, and follow Birdy's instructions. Press Ⓑ to activate the button. If you keep pressing the first button, you hand Birdy a beer, a bottle of Helium, and another beer before he passes out.

Head through the newly-opened gate in Birdy's patch to the second Context Sensitive Button. Your next idea is first-class—swig down a hangover cure. Now, instead of hiccupping when you Jump, you'll spin once in the air by holding down Ⓐ. You're also told how to skip the cutscenes—by pressing L.

Next, Conker takes to the water, complete with rodent-approved water wings. Head for the grassy bank. Do not fall into the pool below—there's plenty of time for that later.

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Part 2: Pan Handled

Once firmly footed on the grassy bank, Conker informs you of the higher jump (Z, then A) and the Helicoptery Tail Thing (press and hold A after an initial jump). What he doesn't mention is that you'll spin in the air and cover more distance if you jump while moving forward—a cunning point to remember. Also, if you're in deep water (that you can't stand in), press A a third time to dive. Helicopter Jump onto the jutting log, and work your way over the wooden bridge to the door.

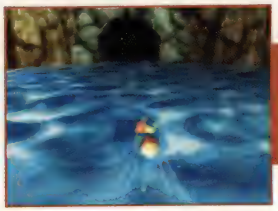
The door won't open. Ineffectual swiping does no good, either. Instead, continue clockwise over the rope bridge, the second jutting log, and onto the stone ledge. Ahead and to the right is a stone bridge, and sitting on the bridge is a massive demonic Gargoyle. Do not tangle with this critter just yet. Go forward, heading for the axe-like metal lever. From underneath, leap up to automatically pull the lever. This opens the door. Leap back to it using your tail spin for greater distance, and your shadow to gauge a good grassy landing spot.

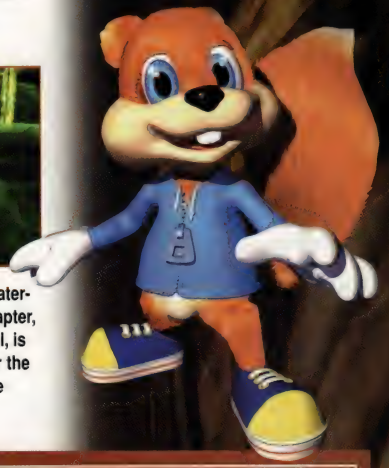
Inside the wooden door, you enter a gloomy cavern with three rock columns and a Shrieking Key hopping around madly. You need this key to exit the chamber. After five seconds of bemusement, Conker remembers his Frying Pan. Now the key can be mercilessly assaulted with this restaurant-quality weapon. Wipe the key's terrified shrieks from your mind, and get on with the bludgeoning—just after the key stops hopping to scream and change direction.

Part 3: Gargoyle

Insert the key in the door you just came through, emerge from the cavern and head back to the lever and the stone bridge. You can return to the cavern, but you won't be able to catch the key again. Once used, keys become hopping mad and sprint out of pan range. This cave investigation was but an elaborate way to allow Conker to remember his Frying Pan. Concentrate on the Gargoyle on the bridge. After a conversation touching on both architectural styling *and* posterior placement, the Gargoyle clams up and waits for your move. What is it to be, rodent—a venture forward, or something involving your pan?

With the stone beast smashed, you can gleefully exit—well, if that boulder hadn't blocked your escape (point C), that is. Now Crouch Jump onto the boulder, head to the top of it, turn right, and find the wooden ledge with the Context Sensitive Button. Line up your Helicopter Jump, and complete it without an embarrassing misstep and subsequent plunge into the lake. When you press the button, you pull a plunger from your nether regions. That's perfect for boulder removal. After the boulder is destroyed, head out of here.

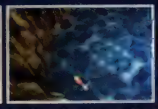




Unless your flying squirrel maneuvers are of an Olympic standard, you'll end up at the bottom of the waterfall more than once. There is only one exit from here (point D), and this takes you back to the start of the chapter, near Birdy's patch (point A). Note you can freely move between these two points. Finally, behind the waterfall, is a small cave entrance (point E) leading to a whole new world—Spooky. You can stand on the ledge, and hear the shouts and jeers of the cash wad, but you can't take the moolah just yet. You'll have to wait until you're done with a future chapter, before you can return here and swipe the money.

Return of the Rodent

A Spooky Exit



The only other time you need to return here is to either batter Birdy with your Frying Pan and hear his rude shouts, or to exit the chapter called "Spooky." The cave entrance behind the waterfall is the exit to Spooky, and the $100 cash is collected then. Don't worry—we'll remind you about this money grabbing later on.

Nutty Bits #1

Suicide is Painless. And Impossible.

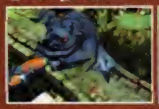
Conker hasn't discovered the addictive and oddly healthful qualities of chocolate just yet—when he does, he loses pieces of his chocolate health bar when he's reckless in combat, and when jumping or falling. For now, however, he's impervious to all forms of punishment. A pickup and maul by a two-ton Gargoyle? Laughing all the way to the infirmary, pal. A mistimed jump followed by a plummet down a rockface, then a bounce into a lake? A mere inconvenience. No matter how spasmodic your control, this bucktoothed wonder cannot be harmed in the intro chapter. Believe us, we tried.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

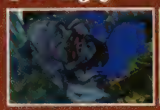
After a wild swing with your pan, the Gargoyle gets up, roars with laughter at your feeble attempt at vicious thuggery, and loses his balance, teetering on the edge of the bridge until he falls into the lake. He remains there for the rest of the game.

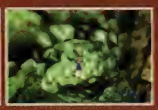
Fur Bad



If you engage the Gargoyle before pulling the switch, entering the cave, and obtaining your Frying Pan, you'll take an embarrassing paw swing at the Gargoyle instead of clanging pan on stone. Your hapless combat skill is duly rewarded—you'll be thrown off the bridge.

Fur Ugly





Even more embarrassing is to simply walk up to the Gargoyle. What do you expect, that he'll move out of your way? Alas, he grabs and throttles you, sending your blood flying, and deposits you at the bottom of the waterfall in the lake.

Chapter 2 Windy

Command and Conker—Debriefing

Known as a hub level because of its central position, Windy has your requisite environments—sparkling lake, medieval windmill, and butterfly-filled grassy paths. It does, however, deviate from the norm somewhat by including a giant hill of crap, chock full of Liverpudlian Dung Beetles ....

Your objectives in this Chapter are to find the precise path you need to take when carrying the beehive, learn the slingshot techniques needed to take down the Sentry Beetles, and prepare yourself for the shock you'll have to overcome when detonating cows and rolling poo up a hill. Follow the strategies below, and Windy will become a Chapter you'll visit again and again.

Plan of Action

1. Fill up on Anti-Gravity Chocolate
2. Optional: Kill yourself, chat with Gregg, and learn about Tail Thingys
3. Converse with the Queen Bee
4. Locate Wasp Nest, retrieve and return beehive to Queen Bee for cash incentive
5. Cross bridge, "love manual long time" from Birdy
6. Explode Scouse Dung Beetle Sentries
7. Enter and complete Chapter 3, Barn Boys
8. Investigate Poo Cabin
9. Locate Buggerlugs the Bull and let the prune juice flow
10. Obtain copious amounts of manure and detonate three cows
11. Return and roll dung into the lake
12. Create whirlpool, avoid it, then enter (by the side of the lake) and complete Chapter 4, Bats Tower
13. Roll dung up Poo Mountain, taking down King Dung Beetle
14. Roll dung up Poo Mountain again, opening entrance to Sloprano
15. Enter and complete Chapter 5, Sloprano
16. Return to Windy after completing Chapter 6, Uga Buga
17. Converse again with homeless hive mistress, the Queen Bee
18. Locate Wasp Nest, machine-gun wasps, and return hive for huge cash incentive
19. Jog to the summit of Windmill Hill and pay Mr. Barrel for a ride
20. Regain consciousness, enter and complete Chapter 7, Spooky
21. Return from Hungover, enter and complete Chapter 8, It's War
22. Trek to the top of what's left of the windmill, avoiding fallen masonry and lamenting crushed bee
23. Enter and complete Chapter 9, Heist
24. Total Cash Available: $800

Windy

Chapter 2

Map Legend

- Chocolate
- Tail Thingy
- Context Sensitve Button
- Context Sensitve Light Bulb
- Carnivorous Worm (pop up location)
- Mr. Barrel
- Mrs. Bee
- Dung Beetle
- Beehive
- Birdy
- Dung Beetle
- Stack of Cash
- Ball of Poo
- King Dung Beetle
- Odd Little Armored Imp

The green- and brown-colored icons refer to items that may not be available on your first pass through Windy.

Entity Encounters

Gregg the Grim Reaper (Optional)
Queen Bee
3 Wasp Hoodlums
1 Giant Wasp Larva
1 Hive of Musically Inclined Bees
Mr. Scarecrow Birdy
4 Liverpudlian Dung Beetle Sentries
1 Dung Beetle Shop Owner
6 Dung Beetles
1 Dung Beetle King
10 Angel Fish
3 Odd Little Armored Imps
5 Carnivorous Worms
Mr. Barrel
The Poo Cabin Excrement Handler
Buggerlugs the Bull
Daisy the Exploding Cow
Mavis the Exploding Cow
Olive the Exploding Cow
36 Wasps
3 Wasp Hoodlums (Regenerated)
8 Stacks of Cash

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Conker's BAD FUR DAY

Prima's Official Strategy Guide

General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

Naughtiness Checklist

- ✔ Extreme insect profanity and dissection
- ✔ Gargantuan amounts of poo to wade and swim through
- ✔ Exploding cows with squirrel-induced diarrhea
- ✔ Hapless Angel Fish sucked into watery maelstrom
- ✔ Shocking demise of popular Windy inhabitant under windmill debris

Conker's New Moves

Handheld Catapult

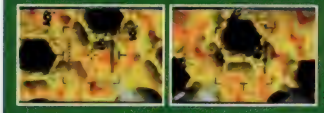
Also known as the Slingshot, the Catapult is straightforward but requires precision control and good aim—there are no crosshairs to help. On the Context Sensitive Button, press Ⓑ to produce the Catapult, use the Control Stick to aim, and Ⓩ to fire lethal conkers at the enemy. If the conker falls short, press ↑ to raise your trajectory. Practice on scenic targets before you try this attack in the combat zone.

Bull Wrangling

Bull Wrangling is difficult due to the unpredictable nature of the bovine beast you're trying to control. Once you've leapt onto the bull's back, keep your Control Stick pressed in any direction. If you leave the stick in the center, your bull bucks and randomly switches direction—mostly charging to the edge of the arena to dump you in the effluent water. Hold ↖ or ↗ for shallow turns, and ↙ or ↘ for sharp turns. When you want to charge, pull the Control Stick back (↓) to turn the beast sharply, then press either Ⓑ or Ⓩ. After you start a charge, it's difficult to stop unless you hold ↓ and repeatedly press Ⓩ or Ⓑ. Plus, this isn't a surefire way to stop a bull, and is useful only when you're charging a long distance.

Swimming

After you've slaughtered three bovines and collected their excrement in a sewage duct, you'll no doubt want to go swimming in it. First, find the Context Sensitive Button and press Ⓑ to take the Confidence Pills. When you're on the surface of any liquid (except lava, of course), press Ⓑ and Conker dives with about a 20-second air supply (the dwindling of which is indicated by his rapidly purpling face). When underwater, continue to hold Ⓑ and use the Control Stick to maneuver.



Beehive Mini-Gun

After hopping into the Queen Bee's hive, you'll see a turret (handy, eh?). Ⓩ fires and Ⓑ reloads. Use the Control Stick to line up your sights as you continuously fire. You have 10 seconds of rapid-fire ordnance before you automatically reload. The C▲ and C▼ zoom the sight in and out.

Introduction: Chocolate and Duct Tape

The Fabled Panther-type King has a problem, and he's got his best weasel on the job. After inspecting a three-legged table, the King urges his weasel-y scientist to come up with a solution to his table's predicament sooner rather than later. Unless the weasel wants to revisit his brush with duct tape anytime soon, that is ....

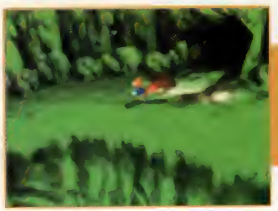
Windy

Chapter 2

Back in his lab, the monocled weasel curses his master's name while beginning work on his evil Army of Tediz, subsequently losing interest in his most useful creation—Anti-Gravity Chocolate. In his frustration, he throws a piece of the candy from high above Windy, and the chocolate lands in front of Conker. Pick up these Anti-Gravity Chocolate pieces throughout your trek—they're full of creamy goodness and great for squirrel health.

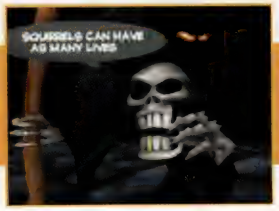
Welcome to Windy

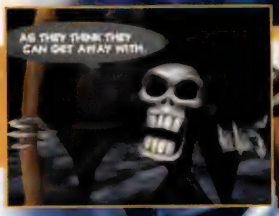
As you exit Hungover and prance down the narrow winding road (Point A) toward Windy, you'll come to the Nice and Nasty signpost that you staggered toward in the game's introduction (Point B). What'll it be, Nice or Nasty? We recommend Nice; Nasty's many entrances are closed at the moment.



Meet Grim Gregg—Read It and Reap

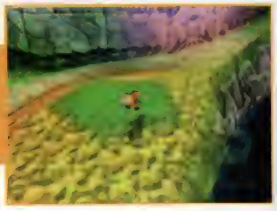
Before continuing on to speak with the Queen Bee, fling yourself from a high cliff, or try to run up the side of the tree-covered hill guarded by Dung Beetles. Death awaits you, literally. Introducing himself as Gregg, this dwarfed sickle-wielder explains the less-than-complicated life system in this game. You've as many lives as you think you can get away with. Speaking with Gregg activates all the hooks in the land (the places where the Tail Thingys are hung), depositing a Tail Thingy on each. Tail Thingys act as extra lives and are collected throughout the game; the more you collect, the more lives you have. When you die, a giant skeletal hand deposits you at the start of the last sub-Chapter (or main subsection of a Chapter), and you relinquish a Tail Thingy. You can keep dying until you reach zero tails. Then the next time you die, you really kick the bucket.





Part 1: Mrs Bee

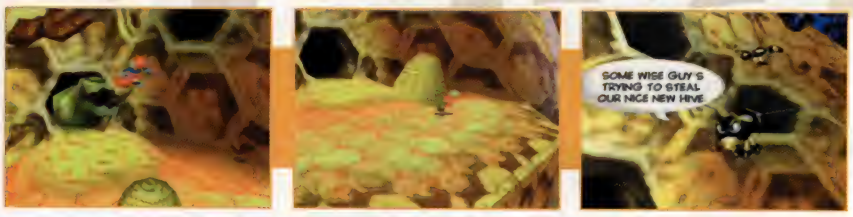
After your chat with Gregg, move on to console a crying Queen Bee (Point C). Her hive has been stolen by nasty, nasty wasps—obviously living in the Nasty area of the map. As you remember from seeing the burglary in the prologue, there's an obligation to retrieve the hive. Well, that and you're offered cold, hard cash for this mercenary task. Accept the job, run back past the signpost, and head for Nasty.



PCMagames.com

The Great Hive Caper

Run up the pastel-colored path. You'll soon come to a blue stone bunker with barbed wire blocking an elevator door (Point D). This is the entrance to Chapter 8, It's War, and can't be accessed yet. Opposite the entrance, you can see a grassy knoll over yellow soil. This area is slow moving and should be avoided. Especially if you're carrying, say, a beehive.



Farther along the path, you come to the Wasp Nest (Point E). Don't investigate too closely—the middle entrance houses a tusked and lethal wasp larva. Instead, run to the far side of the beehive; Conker will pick the hive up automatically and awaken the wasp mob. They don't take kindly to you stealing their honey stash. Once the cutscene finishes, move the Control Stick left and head back the way you came.

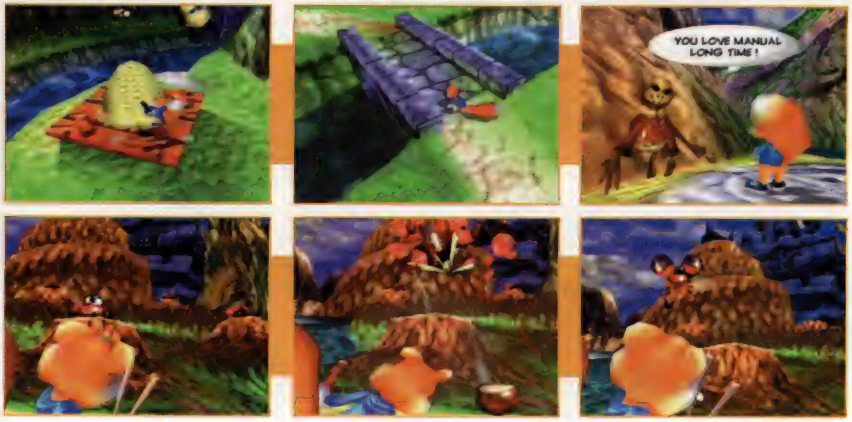
Tip

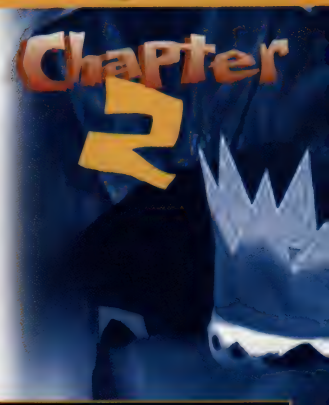
If you stop, hit a wall, press Ⓑ and drop the hive, or simply fall off the path, the wasps return the hive to their hideout. You're allowed one sting before you drop the hive. If you end up in the moat, swim clockwise around the moat until you reach lower ground near the signpost. Then trek back and try snaffling the hive again.

Run, little squirrel, as fast as your stumpy legs will carry you. Head down the path, *around* the grassy knoll (you'll slow down, get swarmed and lose a chocolate piece), and then continue straight to the weeping Queen Bee (Point C). Conker will automatically throw the hive back onto the wooden stand and trigger its sentry gun mechanism. The Queen Bee then dives into the turret, and the wasps screech to a halt (complete with comedic sound effects). Payback is sweet. Finally, the Queen Bee presents you with a cash prize.

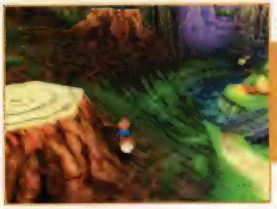
The Manual

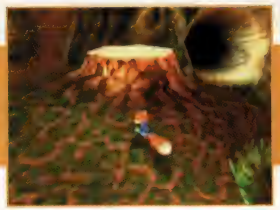
Your next plan of action is to cross the stone bridge and follow the path to the mound of earth with the Context Sensitive Button on it (Point F). When pressed, Scarecrow Birdy appears, barters for some money, and ends up pocketing your cash in return for the "What to Do" manual. Fortunately, the stench of Birdy's breeches brings the cash running back to you.





It seems that the manual was written in the Queen's English—the Catapult it talks about using is known in these parts as a Slingshot. After reading about when to summon the manual (on any subsequent Context Sensitive Button by pressing L and B), you can take aim at the beehive to get a feel for the weapon you've just acquired. Try to hit the four Liverpudlian Dung Beetles who've already threatened you with a barrage of naughty words in incomprehensible dialects. Two hits will take care of the buggers. Attack the remaining beetles in





exactly the same manner—with well-aimed Z shots.

Once the fab four are on the floor, investigate the tree trunk entrance that's just opened up (Point G) and head up the side of the hill with the knotted tree stump roots. You'll locate two new areas to investigate. The one on the left smells a bit pooey—should you head left (Point H), you'll enter the lair of the Dung Beetles—Poo Mountain. The area on the right doesn't stink as badly, so we recommend that one.

The Impassable Areas of Windy

If you do choose to visit Poo Mountain first, Conker can walk to Poo Cabin (Point I). Unfortunately, the proprietor hasn't opened for business yet—the sign on the door says he's closed until 10 o'clock. When you've collected $200, 10 o'clock magically rolls around, so return here later.

You'll notice that many of Windy's entrances and exits are currently unavailable. Here's a list of some of the other areas you may stumble upon:

- **A boarded-up hole (Point J) is the as-yet unavailable entrance to Chapter 5, Sloprano.**
- **Drop down and wander past a ladder and a balcony on the right wall (Point K), which leads to a rope bridge where you can see the entrance to Chapter 9, Heist.**
- **If you climb up the waterfall between Poo Mountain and the Wasp Nest (Point L), or wander off the end of the main poo path into the lake (Point M), there's a stone-like entrance leading to Chapter 4, Bats Tower (Point N).**
- **If you dive in the river, or try to check out the plunger guarded by the Odd Little Armored Imp (Point M), you'll receive a spike in the nether regions. This area is impassable for now.**

The Cock and Plucker Quiz Question 2

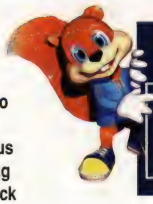
After meeting Birdy, what does Conker offer him *after* offering him a beer?

A. Another beer
B. A brain
C. Mepsipax
D. Helium

See page 127 for quiz answers.

Mr Barrel

From the grassy area near the stone bridge (Point F), make your way counterclockwise up the winding road to the windmill in the middle of the moat. As you climb, a Carnivorous Worm pops out of the ground. These vicious and annoying beasts grab and shake you about, sucking a chocolate piece from your health before trying to attack again. To avoid them, keep running, hug the inside wall, and Jump as soon as one surfaces.



Note

If the player tiptoes, they can walk past the worms without being attacked.

PrimaGames.com

At the top of the windmill (Point O) sits the mysterious Mr. Barrel. He's prepared to offer you a prize, but only after you collect $2,110. At that price, you might have to complete every stage through Chapter 6, Uga Buga, before returning here!

As for that wooden ledge halfway up the windmill—that's impossible to reach. Still, this historic structure, with its working sails and whitewashed walls, is a joy to behold. Let's hope it isn't inadvertently destroyed by a heavily armored rodent later on ....

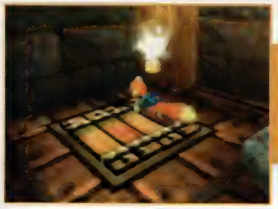
Part 2: Poo Cabin

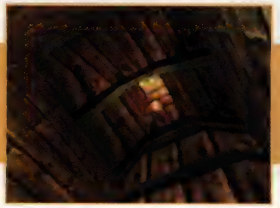
Once you've completed as many Barn Boy antics as you can, return to Poo Cabin. The Poo Cabin proprietor, chatting away in a Scouse accent, tells you to "come 'ead" ("come ahead") and fill his sewer with cow manure. The reward: a big ball of poo for you to roll around!

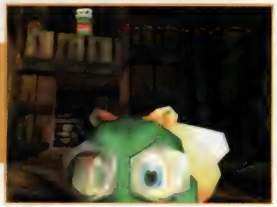
Nutty Bits #2

Scouse Smack Talking

Before you enter the Poo Cabin sewer system, spend time getting to know your new Dung Beetle friend by roundly smacking him about the head and body with your Frying Pan (Ⓑ). He retaliates by verbally lambasting you with Liverpudlian phrases and a fair amount of swearing. Fortunately, there's no real harm done.







Head to the trap door next to the cabin keeper, and when the light goes "ting," press Ⓑ. As expected, you turn into an anvil and break through the door, landing deep in the sewage flow outlet (Point P). Make your way past the wooden struts, pausing only to look up at the stack of cash you're unable to grab—it's high on a small enclosed ledge ahead of the main sewage duct.

Chapter 2

Climb to one of the two exits (Points Q and R) at the top of the main sewage duct. First, leap at the rope directly in front of you (Point S). You'll automatically grab it. Now shimmy up using the Control Stick. When you spot another rope next to the one you're on, Jump to that one and continue upward. On the other side of the sewage duct are four ropes. Grab the one on the far left if you need a chocolate fix. Time the jump from the wooden beam (Point T) so you miss the faucet spewing liquid sewage (which will knock you down into the black duct hole below), and grab the rope.

From the rope, head for the archway with the sewage flowing out of it (Point Q). This is the easiest way to exit this Chapter. If you fall (Point U), you'll land back next to the trap door in the Poo Cabin interior.

Nutty Bits #3

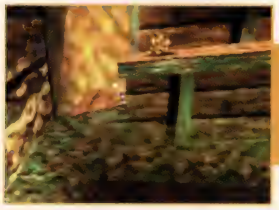
Up the Pipe, Five by Five

If you're running low on Tail Thingys, go for the extra one above the highest wooden beam in the duct. From the second rope, climb to the very top, and you'll see the beam. Above it are two chocolate pieces and a Tail Thingy. Now Tail Spin on the rope to the right of the sewage faucet at the opposite end of the beam. Climb to the top of this, then drop down slightly so your head doesn't hit the beam when you Jump. Now, Tail Spin under the faucet, over and onto the beam.

Sound difficult? Almost impossible, in fact. When you Jump, aim for the wall just above the beam itself. Once you land, walk carefully along the beam and collect your reward. Then whoop with delight—you have just completed the hardest Jump in the game. From this beam, you can enter the top exit, which leads to exactly the same place as the one below it.

Part 3: Pruned

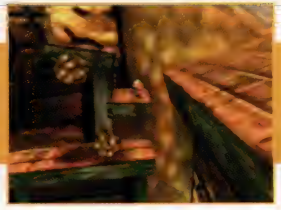
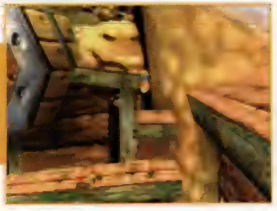
After you exit the huge sewer pipe, head up the ramp of refuse, and into a poo-free amphitheater (Point V). Unfortunately, your mercenary work calls for poo, and lots of it. After a short and frank conversation with a crazed bull called Buggerlugs, you can investigate the arena. If you must leap into the central arena, Jump before the bull charges you (he's impervious to pans), and skip around the perimeter collecting chocolate pieces. Your objective is to unleash a giant watery laxative into the proceedings. From the entrance to the arena, Jump left and find the wooden trough. You're on a hunt for prune juice.



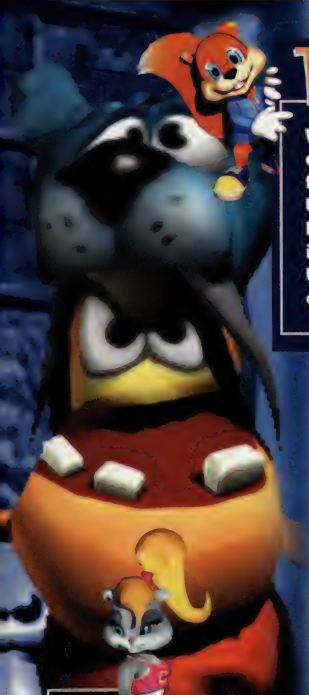
Caution

If you're hit by a ball, you somersault through the air—which is bad.

Time for some old-school platforming action. Climb to the top of the giant prune sluice using these screenshots to see exactly where to stand to avoid the unpleasant balls of poo. Start by heading up the left ramp, then Crouch and Tail Spin to the back of the slanted orange ledge. Wait until a poo ball passes, then move forward or wait underneath the long ledge, leaping onto the long ledge using the same technique.

Continue up the ledge, hugging the wooden wall, but watch for a ball as you near the right side of the ledge. Wait underneath the small orange ledge for a break in the rolling balls, then Jump up, head left, and up onto the giant faucet itself.



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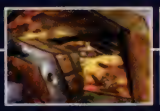
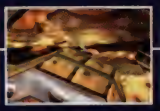
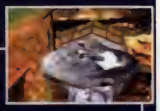
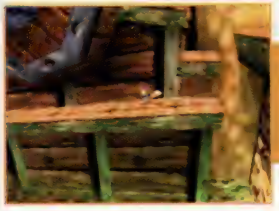
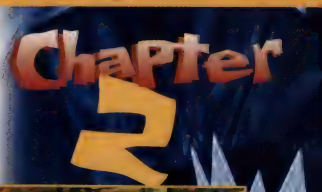




Who flung dung? There's a pattern to the poo dropping from the grating. First, a ball falls from the grating, bouncing on the top ledge, then the main ledge, before falling to the ground below. Next, a ball drops out of the grating, bounces right, right, and right again, following the ledges down to the ground. A third ball follows this same path. Finally, another ball drops, colliding with the third ball on the main ledge. Then the pattern repeats. Use this pattern to predict the best time to make your move. Alternatively, you can hug the wall as you move up the ledges to entirely avoid being hit by the balls (although you can still be hit on the far left of the main ledge).

Execute a Crouching Jump up and onto the giant prune keg, and pick up the two chocolate bits. Watch the gap when you run over the top of the massive metallic faucet with the huge arrow on it (Point W). Rotate the Control Stick clockwise and watch Conker run. The faucet releases a couple hundred gallons of prune juice. Now all we need is a large bovine creature to drink the juice and loosen its bowels, or as the squirrel described it, have "the screaming squits." No bull.

Part 4: Yee Haa!





Your next task is to dodge the bull's charge and coax it into hitting the bull's-eye. This is easier than it looks. Head back down to the earth *the way you came* (don't drop off the faucet—death is certain and messy), and head to the target. Wait by the target as an invisible mariachi band strikes up a Latin rhythm and the bull begins to charge. Crouch Jump just before the bull hits you, or Tail Spin away.

If you're close enough, the bull rams the target. If your angle is incorrect, try moving away from the target to the grating in the middle, leaping over the bull's charge, then returning and Jumping away from the charging beast again.

When the target is rammed, a gangplank opens, and out waddles Daisy—a cow with a Yorkshire accent. In addition, another target appears—this one with a rectangular wooden surround. Again, a bullfight must commence, and your best bet is to stand directly above or behind the target. Buggerlugs's chances of skewering you are considerably poorer. However, his horns can still pierce you even behind the target, so step back a little into the water, or leap when he's about to strike.

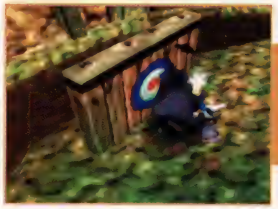
Alternatively, just stand in front of the target, listen for those thunderous hooves, and Jump just as the bull is about to strike. When the bull hits home this time, his horns become entangled in the target for about five seconds. That's more than enough time to run around or drop down and automatically leap onto the beast's back.

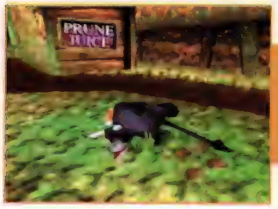
Nutty Bits #4

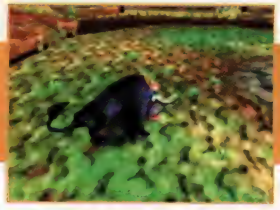
Stay on Target

Want the glory, applause, and bull-riding action without placing your squirrel in danger? Jump and stand on the target itself (this works for both target types). Provided the bull is angled correctly, he'll ram the target, allowing you to quickly mount him. Even if the bull doesn't hit home, stay atop the target (Jump to move the bull's aiming trajectory), and wait until the creature steadies his aim.

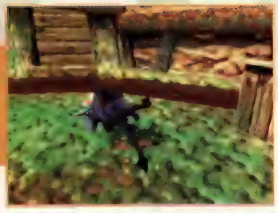
You'll need all your bull-wrangling skills to grab the bull by the horns for this task. Wrestle with the Control Stick, and keep it *constantly* pressed in any direction. Otherwise the bull twists, turns, and tries to charge to the edge of the arena. If this happens, expect to be bucked into the purple water and lose a chocolate piece. Fortunately, you have a plentiful supply of chocolate around the arena edge, so take time out to snack if your chocolate bar numbers three pieces or fewer.







Bull-wrangling is a fine art. If your Control Stick is in the center, expect the bull to turn back and forth, either on the spot or as you ride. Keep the Control Stick pressed in the direction you're after; ↑ is straight ahead, ↖ or ↗ are shallow turns, and ↙ or ↘ are sharp turns. Hold the Control Stick back (↓), and you'll turn the bull very sharply, which is perfect for lining up your shot. What shot? Well, you have to charge Daisy the cow and ram her.



Wrangle your bull to the opposite side of the arena from the cow, then press Ⓑ or Ⓩ. After stomping the earth, the beast hurtles forward. Provided you've aimed at the cow, you'll strike Daisy hard. If you miss, you'll charge to the edge of the arena, and end up in the water with a missing chocolate piece. Note that during the charge, you have some very minor steering ability (by moving the Control Stick ← or →).

There's a very slim chance to stop a charge gone wrong by frantically twitching your left thumb back (↓) on the Control Stick and repeatedly pressing Ⓩ. Sometimes the bull stops just before throwing you at the arena edge, but only if the charge has covered the length of the arena.

The rammed cow protests the rough treatment, and, feeling a little parched after the episode, decides to mosey over to the vat of prune juice for a drink. Big mistake on the cow's part, and liquid gold for you. Daisy slurps down what she mistakenly thinks is cranberry water. The prune juice goes to work, loosening Daisy's bowels and causing mild panic in her eyes. This turns to screaming terror as she, er, loses control. Quickly trotting over to the central grating, Daisy lets it all hang out, and starts a cascade of manure.

After the cutscene ends, get ready to wrangle again—you're still on the bull! Daisy is rapidly filling the sewage pipe with her waste, but you'll need some fresh cow effluent, and fast. Daisy needs to be removed from her squatting position. Execute a ramming charge at her, and watch as this more than successfully removes her from the scene. Once the red mist clears and the remains of Daisy disappear, you'll be thrown from the bull. You must coax Buggerlugs to a second small target just to the right of the Prune Juice sign, right next to the ramp where the late Daisy cantered out.

This time, Mavis the cow comes out to pasture from a different ramp. Mount the bull and ram Mavis. It helps if you start the ramming charge when you're right next to the cow. Mavis isn't thirsty, and trots off to another part of the arena to munch on greener grass. Ram her again, then circle the arena while Mavis drinks, then hurries back to the central grating with the screaming squits. Now for a final Mavis attack—ram her out of the grating, and watch as she separates into itty bitty chunks.

Now a third and final target appears, just to the right of the rectangular target. Charge Olive the Cow, releasing her from the third ramp (right next to the rectangular target), mount the bull, and prepare for more cow-butting. Olive is the least thirsty of the bovine trio, and requires three rams before she sips on prune juice, waddles to the center grating, and lays down the cowpats. However, she only takes one ram to explode, knocking you off the bull.

Nutty Bits #5

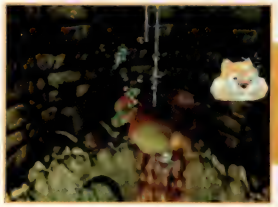
Don't Have a Cow

Cow wranglers who can't get enough mooing sounds will be pleased to learn that any of the three exploding cows utters a bellowing grunt when hit by a Frying Pan. This isn't any help in the bovine combat zone, but the moo is a crescendo of bovine anguish.

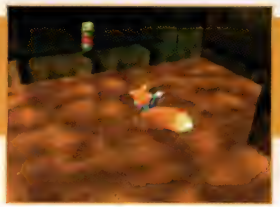
Part 5: Sewage Sucks

After a spot of self-deprecation, the overweight bull falls through the collapsed grate, and Conker notes that the sewage pipe is now extremely full of bovine excrement. You can exit by dropping into the hole, or *preferably* via the entrance you came through. Either way, you return to the large sewer pipe, which is now almost overflowing with bovine sewage, and head over to the Context Sensitive Button in the now-flooded exit ramp.

Move through the small square linking the chamber to the sewer duct, now brimming with wastewater. If you gave up trying to grab that Tail Thingy earlier, you can now swim to it for an extra life. Dive deep down into the pipe, passing the drowned bull on your way to the entrance (Point P) where you spotted that stack of cash.



The sewage level hasn't risen much in this entrance chamber. You can surface for some much-needed oxygen in the entrance itself before swimming to the now-waterlogged ledge and grabbing the cash. After that, it's just a matter of collecting any chocolate pieces that remain floating in the sewer pipe (they're in the same position as before, and as tasty as ever, despite being submerged in poo), and exiting through the hole at the bottom of the pipe.



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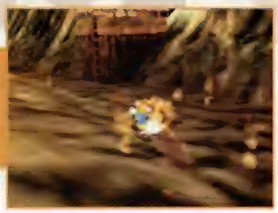
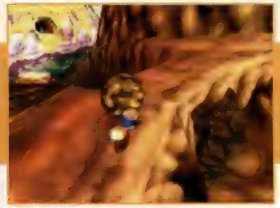
Part 6: Great Balls of Poo

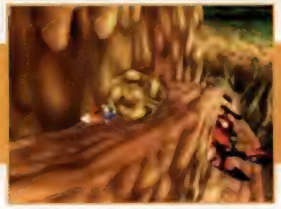


Upon exiting the sewage pipe, you'll notice that the proprietor has disappeared. Exit the cabin (Point I), and you'll see why—he's been busy building a ball of poo just for you. You'll be excited to learn that the number of dung balls is infinite. When you use one, another appears automatically from the cabin's side doors, so you can start rolling them in any direction almost immediately. To roll a dung ball, simply run up to it—you'll automatically start to push it. Note that you can't exit the Poo Mountain area with a poo ball—they explode when you try—so stay in the gloopy area.

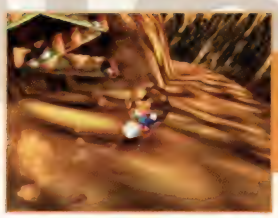
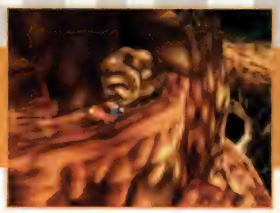
Take the first ball and roll it down the flat avenue and past the ladder entrance to the cliff with the sign warning "No Pooballs!" (Point M). Ignore this directive, and push the ball over the edge—it lands on the patrolling Odd Little Armored Imp, encasing him in poo. He's now less spiky and more dungy, allowing you to drop and hammer down the green-stemmed brown switch. This unplugs the lake, creating a deadly whirlpool that sucks out all the graceful Angel Fish, as well as the two other Odd Little Armored Imps. You can now enter the stone entrance leading to Chapter 4, Bats Tower (Point N). Don't swim into the whirlpool—that would be a deadly mistake.



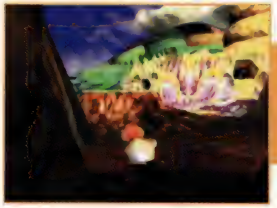
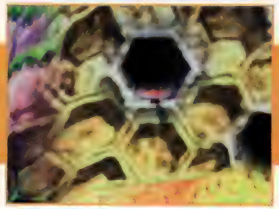
Your second fun-filled playtime with dung involves pushing a poo ball up the exterior winding paths of Poo Mountain. The second ball needs to be pushed around the back of the cabin, up the red ramp, over the entrance to Poo Mountain, and up the ramp. On the way up, your ball of poo swells, and you encounter two patrolling Dung Beetles with garbled dialects. Their attacks are vicious and unblockable. Avoid combat with the beetles. Wait until the beetles enter their arched alcove, then continue pushing your ball.



When you are at the top of this ramp (which, luckily, is directly above the slumbering King Dung Beetle), the King Dung Beetle awakens. He looks up agape, and inadvertently swallows the entire ball of dung. Normally this would be a fine delicacy for such a beast, except Conker has laced it with a stick of TNT. The explosion removes the obstruction on the other winding path. Time to roll your third ball.

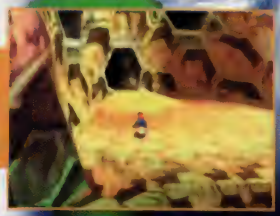



The third dung ball needs to be pushed to your left, past the boarded-up entrance to Poo Mountain, and up the winding ramp. This time, four Dung Beetle Patrol Guards must be avoided. At the top of the ramp, carefully push the now immense dung ball into the large opening. The ball rolls down the interior of Poo Mountain, smashing open the entrance near the cabin (Point J) and allowing you to investigate the excremental stylings of Chapter 5, Sloprano. Before you leap off the mountain, Crouch and Jump to the peak—a stack of cash awaits collection.

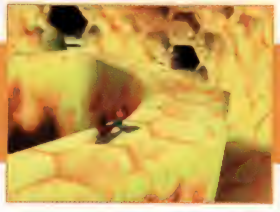
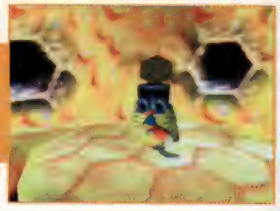
Finally, before you investigate Chapter 5, Sloprano, or Chapter 4, Bats Tower, check the Wasp Nest. It seems a stack of cash has appeared high in an alcove (near Point L). The cash must have been released after you completed the Poo Cabin sewage filling, and it needs to be grabbed. Work your way around the path to Nasty, then up to the hive (Point E). Don't anger the tusked larva guarding the entrance. Instead, Crouch Jump to the hole in the honeycombs just to the left of the entrance. Go into the hole and you appear out of a second hole, a little higher and to the right of where you began. Now Tail Spin left, heading for the next honeycomb hole directly above the larva. This leads to the side hole where the cash can be claimed.

Part 7: Wasps' Revenge



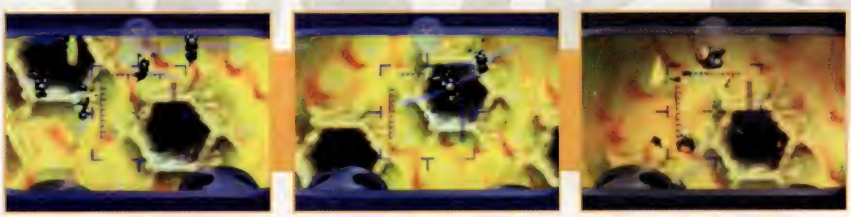
Wasps only get their revenge after you complete all Chapters through Chapter 6, Uga Buga. After some major platforming action, you return to Windy with at least $1,710 in your pocket (preferably $1,810). While you were away, the wasps overpowered the Queen Bee (again) and her sentry gun beehive, and stole the whole kit and kaboodle—it's hidden deep inside their nest.

The plan? Infiltrate the hive (the giant larva has disappeared) and eradicate 30 wasps from the turret-mounted minigun in the hive. Start by walking around the path to Nasty and up the slope. Enter the hole at the bottom of the nest.

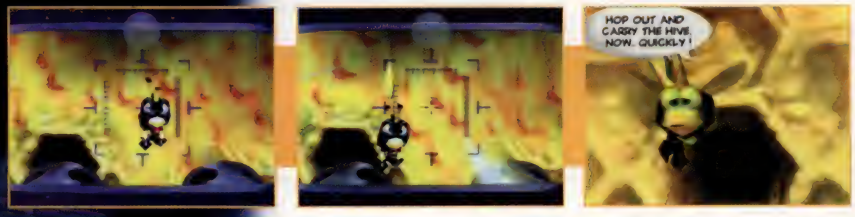



Once you're inside the nest (Point X), the stolen honey muffles the now-familiar ditties. Run up the winding path to the center of the nest—the surrounding holes can't be reached. Fall off the path, and you'll drown in honey. That's better than what you faced inside Poo Mountain, but it still costs you a tail. Once you're at the top of

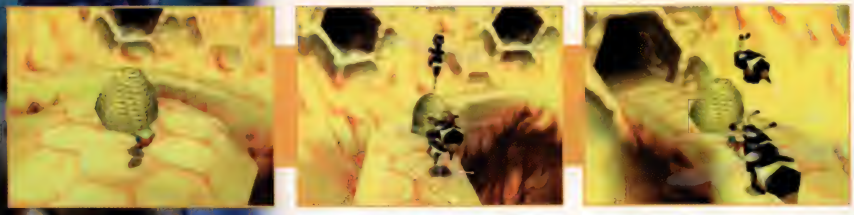
the path (Point Y), the mini-gun activates. Walk to the beehive to leap inside. Behind the targeting reticule, you enter a first-person perspective mode. Remember: Ⓐ disengages the gun and leaves you outside the hive, while Z fires and Ⓑ reloads. Steady your aim—you've 30 wasps to frag!



Once you're strapped into the turret, you notice a blue target box and radar. The plan is simple: The first wave of six wasps surround the hive, intent on stinging you. Your job is to wipe them out before they attempt a stinging run. If you're using radar, which we recommend, move the Control Stick ← or → until the wasp is in the middle of the triangular part of the radar screen. If you can't see the wasp and it's in this triangle, it's either flying above or below your gun. In that case, press ↓ on the Control Stick to raise your cannon or ↑ to lower it.



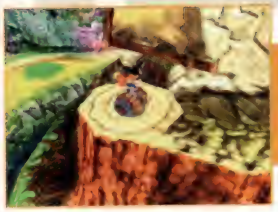
Press and hold Z to cut down the advancing wasps. Follow them as they weave around, aiming at one wasp at a time, then moving to the next. Note that you have 10 seconds of turret fire before it auto-reloads. You can reload manually by pressing Ⓑ when there's a lull in the fighting. Glance at the radar when you can to see if any of the blue dots (wasps) turn red (charging wasps). If a red dot appears, swing 'round to fire at it before it hits you. You lose a chocolate piece each time those stings connect. Waves of six wasps appear until you've destroyed 30 wasps, after which the Queen Bee appears and urges you to pick up the hive and retreat. That sounds like a plan.

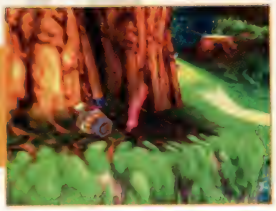


You'll be familiar with the process—run to the hive, automatically pick it up, and then waddle back to the Queen Bee's usual location without slowing down and being stung or releasing the hive from your clutches. Those three jokers the Queen Bee dispatched at the start of your Windy expedition have been resurrected for this run, and are a little less forgiving in their viciousness. You can take as many stings as you have chocolate pieces, but once they start, they're likely to pin you and finish you off if you don't drop the hive. In that case, running down the winding Wasp Nest path is the best plan.

As you emerge from the Wasp Nest, move the Control Stick to the ↙ position as the camera angle changes. Head for the path to the left, down the hill (remember that the thick grassy knoll impedes your movement), and past the signpost to the Queen's quarters (Point C). You'll automatically lob the hive back into place, after which the Queen activates the hive's new wasp eradication system, which fires salvos of missiles. Once Windy is wasp-less, the Queen begrudgingly awards you a whole load of money—$400 to be exact—and hopes nothing else happens to her for comedic effect later in the game.

Part 8: Mr Barrel





With the extra folding paper the Queen Bee gave you, jump the stream and climb the winding road to the top of the windmill (Point O), leaping past those worms. Exchange your money ($2,110 or more) for Mr. Barrel's exciting prize—which turns out not to be quite as exciting when it's revealed that the prize *is* Mr. Barrel. Jump atop him, and race to the bottom of the windmill path, squishing worms as you go. You only need to steer the Control Stick to turn left or right. At the bottom, the barrel flies over the beehive and smashes through the boarded-up river section downstream.

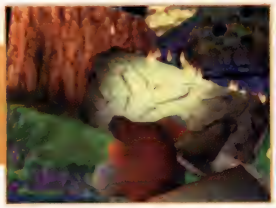
Conker is knocked unconscious. When he comes to, the sky has fallen, and all the Chapters are shrouded in shadow. Run past the hive, and through the hole in the stream (Point Z). Your Bad Fur Day is about to get more than a little spooky ....

Nutty Bits #6

Roll out the Barrel

If you need more time playing with Mr. Barrel, or want to test his controls before you use him again in Chapter 7, Spooky, you can turn left at the top of the road, and roll around the foundation of the windmill until you appear back at the entrance. Then head straight down, landing in the stream. Turn the barrel to the left), and run it under the bridge. After that, control is lost, and the barrel explodes. Any worms you squish on an unsuccessful barrel ride remain squished for the rest of the game.

Winding Down Windy



All the tasks you need to complete in Windy are detailed, but you'll still return here several times. After completing Chapter 7, Spooky, you appear at the base of the waterfall in Hungover and must make your way up to the stone bridge and enter Windy at Point A. You need to storm the elevator surrounded by barbed wire near the grassy knoll (Point D) to enter Chapter 8, It's War. Once It's War is over, you appear back at the elevator, and must trek to the top of the windmill road (don't worry, the worms are still squished) where you first met Mr. Barrel and enter Chapter 9, Heist.

The Cock and Plucker Quiz Question 3

Which quaint English hamlet do the delightful Dung Beetles hail from, accent-wise?

A. Scunthorpe
B. Grimsby
C. Marple
D. Liverpool

See page 127 for quiz answers.

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Chapter 3 Barn Boys

Command and Conker—Debriefing

As Conker's day goes from bad to worse, he's confronted with a corral full of cheese, a flatulent rodent, obnoxious farming implements, a generously endowed flower, and a barnyard cyborg bent on termination.

Begin by feeding frantic pieces of cheese to Marvin the Rat, while dodging enormous jumping boxes. Next, dodge Franky the Crazed Pitchfork and trick him into spearing haystacks, gather tickling bees to assist the King Bee in his pollination attempts, and torch bats with a flamethrower. Then comes a two-stage fight with a Terminator-style boss and a long climb up the tallest platforms.

Try to develop a high level of tolerance for Franky's accent, as it won't be the last time you have to listen to him.

Entity Encounters

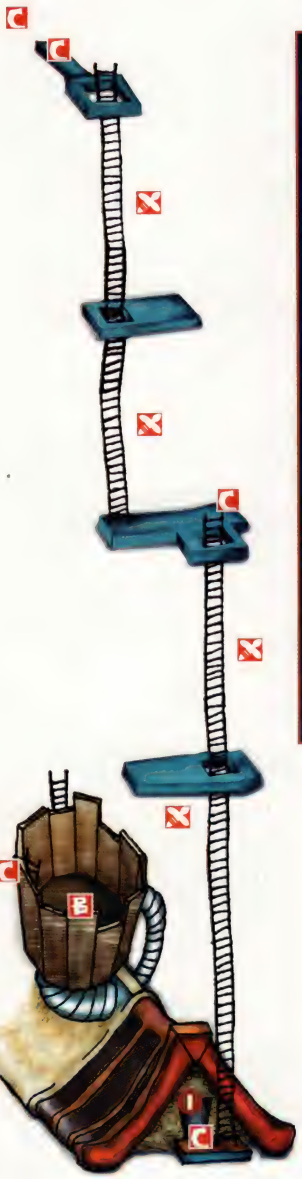
- 2 Large Male Metal Boxes (Jack and Burt)
- 2 Large Male Boxes and 1 Large Female Box
- 1 Big Wooden Jumping Box
- 1 Gassy Rodent (Marvin)
- 8 Frantic Pieces of Cheese
- 1 Aggressive Pitchfork (Franky)
- 1 Lippy Can of Paint
- 1 Echoing Paintbrush
- 8 Jumping Haystacks of Varying Sizes
- 1 King Bee with Woman Troubles
- 1 Chesty Sunflower
- 5 Swarms of Pacifist Bees
- 1 Odd Little Monk
- 3 Angry Wasps
- Boss: Haybot
- 4 Stacks of Cash

Plan of Action

1. Talk to Jack the Metal Box.
2. Pick up Bonus Tail Thing in Cheese Corral.
3. Assault cheese with Frying Pan.
4. Feed Marvin the Rat live cheese until he explodes.
5. Indulge in a bit of rooftop platform-jumping for fun and profit.
6. Turn Franky the Pitchfork's anger against innocent haystacks.
7. Converse with depressed bee and large-breasted flower.
8. Lure tickling bees to ticklish flower.
9. Bounce on floral mammaries for cash.
10. Rescue Franky from ill-considered suicide attempt.
11. Team up with Franky against cranky hay cyborg.
12. Trick cyborg into electrocuting itself.
13. Wield throwing knives to prevent high-voltage death.
14. Dodge angry wasps while climbing outrageously tall diving board.
15. Take world's longest dive in the form of an anvil to unlock tunnel area.
16. Collect a paycheck and exit to Windy.
17. Total cash available: $400.

Barn Boys

Chapter 3



Map Legend

- Starting Point
- Tail Thingy
- Stack of Cash
- Block
- Bees
- King Bee's Landing Spot
- Sunflower
- Cheese
- Odd Little Monk
- Chocolate
- Locked Door
- Franky Pitchfork
- Hanging Franky Pitchfork
- Paint Pot
- Brush
- Bouncing Haystack
- Haybot
- Bat
- Context Sensitive Button
- Live Wire
- Angry Wasp
- Marvin the Gassy Rodent

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Conker's Bad Fur Day

Prima's Official Strategy Guide

General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

Naughtiness Checklist

- ✔ Vomit-inducing rat flatulence
- ✔ Excessive force vs. dairy products
- ✔ Aiding and abetting cross-species adultery
- ✔ Enlarged body parts not normally found on flowers
- ✔ Attempted suicide by hanging (unsuccessful)

Conker's New Moves

Ginsu Kitchen Knives

When Franky the Pitchfork fails to impale Conker and loses face in front of his friends, he decides that suicide by hanging is the only honorable solution. Problem is, handles don't have necks. It's up to Conker to cut him down. After activating a Context Sensitive Button in the rafters of the barn, aim with the Control Stick and press Z to hurl knives at Franky's noose. Conker needs to do the same thing after defeating the Haybot, to cut down the live electrical wires before they touch the rising water.

Ride 'Em, Cowboy

After Conker earns Franky's friendship by cutting him down, he'll help you defeat the Haybot boss. Jump on his back and ride him using the Control Stick for direction, Ⓐ to Jump, and Ⓑ to perform an Impaling Attack.

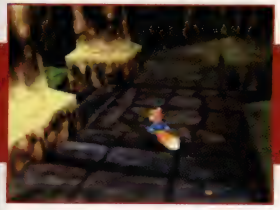
Comedy Anvil Attack

At the end of the level, Conker must take a high dive into an empty pool—suicide for a squirrel unless he transforms into an anvil. Conker takes a flying leap of faith off of the diving board. When the Context Sensitive light bulb appears, a quick Ⓑ press will briefly change the squirrel into an anvil and save his bushy behind. Destroy part of the rear wall of the Cheese Corral in a similar manner to reveal a Bonus Tail Thing worth 10 extra lives.

Ladder Safety

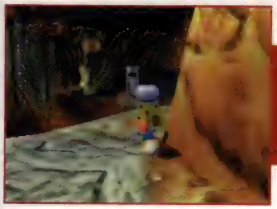
Jump onto a ladder and Conker will automatically grab it. Repeatedly pressing Ⓐ while climbing will speed Conker's ascent. Move toward a ladder when falling and Conker will grab it if he's close enough. Also, when descending a ladder that begins at the same level as the platform you're on, walk slowly over to it and over the edge. Conker will descend safely.

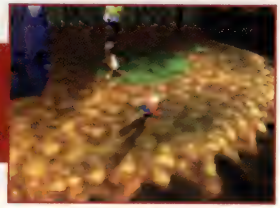
Part 1: Marvin



When the Chapter starts, head across the water, up the steps and to the right, and converse with Jack the Metal Box (point A), who is being crushed by a female of his species. She's afraid of rats, and Marvin the flatulent rodent refuses to leave their presence. Marvin is so foul that Conker will vomit if he gets caught in one of the noxious clouds that he regularly emits from both ends of his body.

To get rid of Marvin, backtrack and run clockwise around the adjacent path (avoiding the jumping metal boxes) to the Cheese Corral (point B).



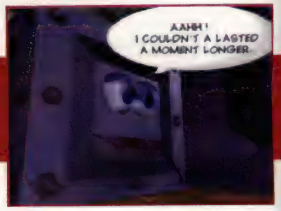


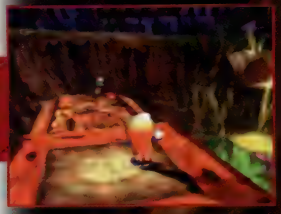
Barn Boys

Chapter 3

Speak with Burt the Metal Box, who will perform his only duty: opening the gate to the Corral. Swat a piece of cheese with your Frying Pan (Ⓑ), pick it up by running toward it, and bring it back to Marvin before it comes to and wiggles free (you have about 40 seconds). You can't Jump while carrying cheese, and if you take damage, the cheese escapes and you have to start over. The jumping boxes are your biggest obstacle, because they can damage you or cost you time. The cheese automatically jumps into Marvin's mouth when you get close. Don't cut corners as you near the grassy area where Marvin's hanging out. The hill is too steep to walk up. Run a little farther up the path and try again.

After Marvin eats three pieces of cheese, he explodes, liberating Jack and making the world a better-smelling place. When Jack is free, Jump up on him, then onto his lady friend, then onto the drainpipes behind them, and finally onto the straw roof. Walk up the roof and turn right, where you'll find a wooden platform with a big square button. Stand on it and the door to the barn will open (point C). Past the button, on the edge of the wooden platform, is a $100 stack of cash. Ka-ching!





Fur Good, Fur Bad, and Fur Ugly

Dodging the Boxes

Conker's most formidable foes here are two large metal boxes between the Cheese Corral and Jack the Metal Box. The boxes jump in the air and crush anything under them when they land. Avoid them without Jumping to ensure speedy cheese delivery and Marvin's subsequent explosion.

Fur Good

The savvy squirrel will note that the boxes don't occupy the entire path—there's just enough space between the rock wall and the box for Conker to squeeze by, with no waiting required. Hug that wall and keep moving, and you'll give Marvin his just desserts in no time. Bonus Tip: Once you're not carrying cheese, you can Jump on top of the boxes to get around them.

Fur Bad

If you run up against a box while it's facing you, you can dash underneath it as soon as it jumps. If you spend too much time waiting for the boxes to get into just the right position, however, your *fromage* will flee your furry paws.

Fur Ugly

If you don't wait until a box is facing you to make a run for it, you'll wind up getting crushed. The boxes always jump in the direction they're facing. If the box bounces in the same direction you're trying to run, you'll take more than one hit, resulting in a painful death.

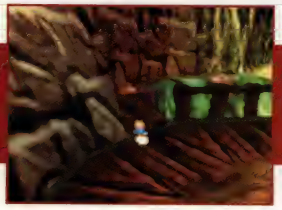
Part 2: Mad Pitchfork

Now that the barn door is open (point D), run inside. Conker turns on the charm, insulting several jumping haystacks, who respond by locking him in the barn. An obnoxious paint can and brush persuade Franky to beat up Conker. Walk up to Franky to incite him. He'll talk trash for a few minutes and then commence lunging at you with a deadly two-pronged attack. Should you get hit, take advantage of the two chocolates in the haystack area of the barn.

To calm Franky, lure him into forking all of the bouncing haystacks. Stand in front of a haystack, wait until Franky closes in, then Jump and hover over the haystack with the Helicoptery Tail Thing. Optionally, you can stun a haystack with the Frying Pan Ⓑ and put yourself between the haystack and Franky. Jumping on the boxes at the edges of the room will keep you out of Franky's reach and give you a moment to compose yourself.
After Franky accidentally destroys all of the haystacks, he'll be ridiculed to the point of suicide by the paint can and brush.

After Franky's unsuccessful hanging attempt, Jump at the lever in the corner of the barn opposite the entrance. The lever unlocks the front door and opens the barn loft door (point E), releasing the King Bee and a swarm of bees. Push open the now-unlocked doors and exit the barn (point D). After you leave, the Haybot appears in the barn, fearless now that his nemesis Franky is out of the picture. You'll deal with him in a minute.

Part 3: Sunny Days



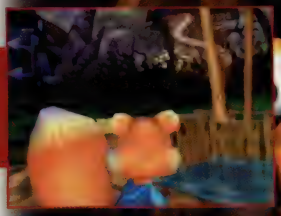
You find the King Bee in a ditch outside the barn entrance, wallowing in self-pity. Approach him and enter into a conversation in which you learn a little more than you wanted to know about his bedroom antics. He wants to pollinate a well-endowed sunflower, but she's having none of it. After the conversation, head past the King Bee, across the round wooden platform with the jumping wooden box, and down the grassy path. You converse with the sunflower and find that she's rather ticklish.

Bee Location 1: Round Wooden Platform

Backtrack up the grassy path toward the round wooden platform and approach the swarm of bees in the center of it. You'll find that they are pacifists who prefer tickling to stinging. A plan forms in Conker's brain. After the chat, the bees follow Conker anywhere (unless he lands in deep water), so don't worry about getting too far ahead of them. Lead them back to the sunflower. She opens up a bit, revealing a hint of the cleavage that's driving the King wild. Now you have to find four more swarms and lead them back to her. Here's where to find them, in the suggested order (though you can get them in any order you wish):

Bee Location 2: Up on the Roof

This is the most difficult swarm of bees to collect. Do it first, because if you fall and die while trying, you have to start again. Use the box people and pipes to get on the barn roof as you did after blowing up Marvin. However, instead of heading toward the wooden platform, carefully move toward the big silver water pipe (left, as you face the roof). Jump onto the peak of the straw roof. Jump onto the ladder at the other end of the straw roof and climb up. At the top, carefully walk clockwise around the ledge toward the swarm of bees. Jump up to collect them, then carefully climb down the roof the same way you climbed up. (Climb down the ladder by standing above it and *slowly* moving toward the ladder.) Lead the swarm to the sunflower and move on to the next one.



Bee Location 3: Not So Far Up on the Roof

After that last swarm of bees, this one is a piece of honeycake. Once again, use Jack, his girl, and the drain pipes to get onto the roof, then move carefully along the wooden platform toward the button you pressed to open the barn door (point C). Head out to the edge of the wooden platform; there is a swarm of bees in the same place you found the $100 stack of cash. Once again, collect them, climb back down the way you climbed up and take the swarm to the sunflower. Three down, two to go.

Bee Location 4: Back to the Corral

Run back to the now-empty Cheese Corral (point B), and scale the cliffs behind it. There is a swarm of bees on one of the rock platforms directly opposite the gate that Burt opened for you. Leap up, get them to follow you, and make your way back to the sunflower, who's starting to show more than a bit of skin.

Bee Location 5: The End is the Beginning

This one's the easiest swarm to catch, though it is the most difficult to find. Head to the Chapter entrance (START) and, as you face the tunnel, move right and up a small hill. You hear a faint buzzing. Jump up to attract the fifth and final swarm of bees. When bringing them back, cross the stream at the shallow point directly across from the stone stairs. If you go in deep water, the swarm abandons you, and you have to collect them again.

With all of the bee swarms circling the sunflower, she's unable to contain herself and leaves herself wide open for the King Bee's sweet, sweet loving. After the pollination is completed, the sunflower invites Conker to go for a bounce on her platforms. Swallow your shame and do it—there's money in it for you. Stand directly underneath her, perform a Z Button Jump, and hold down A as you land on her, touching your controller as little as possible. Continue to hold the Z Button down for more control. At the peak of the second or third bounce, press A to Helicoptery Tail Thing into the cave with the cash.

Part 4: Barry + Co

With the cash collected, head to the circular wooden platform holding the bouncing wooden block. Wait until the block pauses beneath the loft door, then Jump up on it and into the loft (point E). You meet a couple of foul-mouthed bats who try to knock you off the narrow rafters as you cross them.

Either Jump quickly from platform to platform, dodging the bats' attacks, or walk carefully along the thin beams connecting the wooden platforms and press B to pull out a flamethrower as they dive at you (for best results, press B a second or two after you hear them squeak). If you fall off the rafters, avoid the Haybot, head out the barn doors, and Jump back in through the loft.

After you reach the end of the L-shaped series of platforms (which you can reach with a good Helicoptery Tail Thing from the second platform), you find a Context Sensitive Button. Pressing B on the button arms Conker with knives in an over-the-shoulder view. If you didn't take out the bats with the flamethrower, chuck a few blades their way. Your main priority is to cut Franky down from his noose, so hurl that cutlery in his general direction. Hit him a couple of times if you're feeling malicious. If your aim is true, Franky will be painfully liberated. Jump off the rafters and be careful where you land—you could lose one chocolate piece.

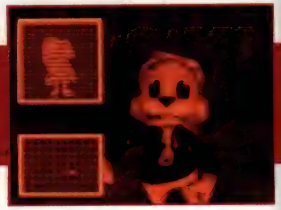
Chapter 3

Part 5: Buff You

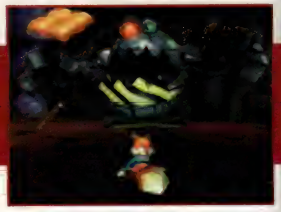
When Conker reaches the ground, he gets an undying pledge of loyalty from his new best friend, Franky (which will come back to haunt him). After Conker shuts up the paint can and brush, Franky offers to team up with Conker to attack the Haybot. Jump on Franky's back and head toward the Haybot. Control the Franky-Conker team with the Control Stick, Jump with Ⓐ, and lunge at the Haybot with Ⓑ. This is the only move that will hurt the Haybot; execute it from behind.

If the Haybot hits you with its single- or double-fist swat, you'll have to Jump back onto Franky (and don't forget those chocolates). Hitting the Haybot twice reveals its robot endoskeleton; a third time causes the Haybot to flip out and crash through the floor, taking you with it.

Part 6: Haybot Wars



After the fall, the Haybot's accent changes and its hay exterior is burned away, revealing a ruthless terminating machine equipped with Suzie 9mm missiles, each of which costs Conker one piece of chocolate if they hit. The Haybot also has a swatting attack (or a land-on-you-and-crush-you move if you take out his arms) that does two points worth of damage, so don't get too close. Conker twisted his ankle during the fall, so he needs to ride Franky to move quickly.



Hide behind one of the three large pipes (each of which contains two chocolate pieces) and trick the Haybot into blasting them open with its missiles, then lure it toward the spraying water and watch it short-circuit itself. It retreats to the center of the room and spins in a circle. When its back is turned to you, Jump and press Ⓑ to punch its big red DO NOT PUSH button. Repeat the pattern with all three pipes. The first button punch blows off the Haybot's left arm, the second its right, and the third will blow it all to hell.

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Fur Good, Fur Bad, and Fur Ugly

Fur Good

Even if you do everything correctly, the Haybot will take a shot or two at you sometimes. Keep moving, and wait until the Suzie 9mm is breathing down your furry neck before Jumping. If you have the nerves to Hold off on your Jump until the last possible instant; the rockets always fly just under Franky's forks.

Fur Bad

You've dodged the Suzie 9mms, you've tricked the Haybot into blasting open the water pipe, you've lured it into the spraying water and the subsequent short-circuit, and you've followed it into the center of the room as it spazzes out ... but you're still trying to do the Franky-Conker Ⓑ attack. Whoops. That's going to land you in a world of hurt. Jump and press Ⓑ to punch the button on the Haybot's back when the Context Sensitive light bulb appears over your head.

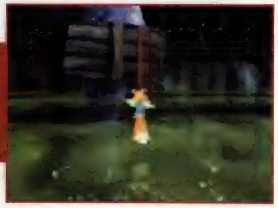
Fur Ugly

While the frontal assault is often admirable and shows considerable gumption, a fine line separates bravery and stupidity. Charging straight at the Haybot results in eating rockets. Discretion is the better part of valor—stay behind the pipes.

Part 7: Frying Tonight

With the Haybot destroyed, Conker and Franky can relax. Or not. The damaged pipes are flooding the barn basement, and live wires loosened during the fight threaten to electrocute them both.

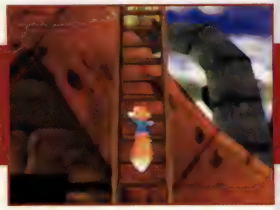
Franky makes a quick exit, leaving Conker to climb the ladder on the pipe near the EXIT signs (point H). Remember that you move through the water much more quickly by repeatedly pressing Ⓐ to Jump along the surface or by performing the Helicoptery Tail Thing and hovering over it.



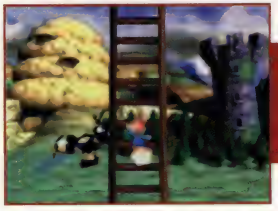
At the top of the ladder is a platform with a Context Sensitive Button. Pressing Ⓑ equips Conker with his trusty knives, which he needs to cut down the wires before they electrify the water that is rising toward him slowly. Target the lowest wires first, and aim for the colored wires at the top. You have no crosshairs, so use trial-and-error by pressing Z to fire as many as possible. If the surface of the water sparks, the water has reached a wire; find that wire immediately and cut it down. The water level stops rising for about 45 seconds after you reach the button. That's not long, so don't waste time.

Target the three lowest wires and then swim to the second ladder, directly across the room from the first one. At the top of this ladder is another platform with another Context Sensitive Button. Chop down the rest of the wires, at which point the cellar finishes flooding. Swim through the exit door (point I). Through the door, you meet an Odd Little Monk who launches you off his stone tablet onto a platform, where you find $100 cash and a doorway to the outside of the barn.

Part 8: Slam Dunk



Prepare for the climb of your life. You have to navigate two tall ladders across three platforms and dodge three very angry wasps. The first two wasps behave similarly—they fly a wobbly pattern from one side of the screen to the other. Measure their flight pattern against the rungs of the ladder, and slowly advance to the rung under the one they're going to cross. As soon as they move past you, climb that ladder as fast as you can, and remember that pressing Ⓐ repeatedly gives you a much-needed extra boost of speed.



The third wasp moves in a sort of horseshoe pattern. Wait until he crosses from left to right, then move past the bottom arc of his flight pattern. Wait until he crosses above you from left to right before advancing to the top of the ladder. If at any point you are hit by a wasp, you fall naturally to the platform below without having to steer yourself. You can also try to fall back onto the ladder, which Conker will grab automatically if he's close enough.

At the top of the second ladder is a diving board. There's an empty pool below. It's leap of faith time. Run and Jump off the end of the diving board, and when the Context Sensitive light bulb appears over your head, press Ⓑ. Conker transforms into an anvil and crashes without injury into the empty pool. The impact opens the grate at the end of the green stream (point F). You'll find $100 cash in there, as well as a doorway that circles back to the marsh just below the jumping boxes (point G).

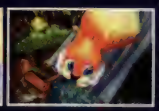
Congratulations! You survived Barn Boys. Head back to Windy (START position), and continue on ....

Nutty Bits #7

Eyeball, Soccer Ball

When Franky is going crazy and trying to impale you, he does a pretty good job of obliterating the haystacks. There's little left except a few scraps of hay and their eyeballs. Check those things out. They follow you around the room. If you run into them, you either kick them into a wall and splatter them or stomp them into gooey paste. There's no actual game benefit to doing this, but it might make you feel good if you're an especially disturbed individual.

Getting Some Tail



Barn Boys is a great level in which to practice your Helicoptery Tail Thing—there are plenty of platforms to hover between, and good copter control can save you some hassles. Jump to the drain pipes above Jack the Metal Box's head and leap toward the pillars that face the level entrance to find a small ledge with a chocolate piece that you can snag with a Helicoptery Tail Thing. Also, if you're really good with that tail, you can Jump and hover around the jumping blocks near the Cheese Corral and land on the other side of them without injury. Finally, a running Helicoptery Tail Thing off the highest side of the pool on the barn roof can land you on the ladder platforms, which you don't normally see until the end of the level. You can climb them without waspy interference and check out the full pool from a billion feet up.

Chapter 4 Bats Tower

Command and Conker—Debriefing

Welcome to Bats Tower—a haven for prissy Catfish, rampant Cogs with alternative lifestyles, extremely flammable bats, and a gigantic mechanical Boiler who isn't afraid to let it all hang out. Aside from the improper Cog insertions and the fire-extinguishing techniques you'll adopt, the biggest challenge here is your talent in precisely Jumping up the tower or effectively moving the camera when Swimming to an underwater air vent. Those maneuvers and a simple piece of puzzle-solving, are the main trials in this jaunt. Oh, and effectively passing water in the combat zone.

Plan of Action

1. Converse with Catfish ladies to uncover information on Bullfish and locked safe.
2. Avoid incisors of vicious Bullfish and enter underwater tower entrance.
3. Survive verbal lashing from Schizoid Cog.
4. Locate switch high in Bats Tower.
5. Kidnap and restrain wayward female Cogs.
6. Introduce Cog to Mister Big Cog.
7. Request Catfish safecracking skills.
8. Locate Boiler Room.
9. Lose bladder control.
10. Perform indelicate groin torture on robotic Boiler.
11. Encourage one-sided fish fight.
12. Total cash available: $410.

Map Legend

- Start Point/End Point
- Tail Thingy
- Stack of Cash
- Chocolate
- Bat Starting Position
- Location of Catfish (after completing Boiler room)
- Odd Little Armored Imp
- Bullfish

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Map Legend

- Oxygen
- Odd Little Armored Imp
- Cog
- Context Sensitve Button
- Clang
- Stack of Cash
- Chocolate
- Chain Lever

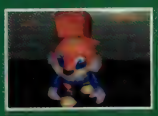
Entity Encounters

1 Aristocatfish
4 Catfish Ladies
1 Bullfish
1 Schizoid Cog
3 Female Cogettes
1 Mister Big Cog
3 Flammable Bats
8 Odd Little Armored Imps
5 Clangs
10 Fire Imps
1 Portion of a Stack of Cash
Boss: The Bourgeois Big-Bollocked Boiler
4 Stacks of Cash

Bats Tower

Chapter 4

Conker's New Moves



Splashing the Boots

After locating a Context Sensitive keg of wicked strength ale, Conker loses much of his control—including that of his bladder. Lacking a nearby urinal, there's only one option—a squirrel shower. Press Ⓑ to tinkle, then Ⓩ for a more forceful stream, which can be arched into the distance with adept Control Stick manipulation.

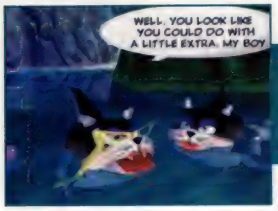
General Background Naughtiness

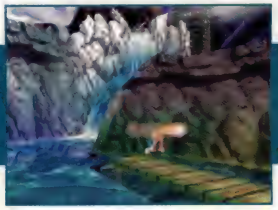
1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

Naughtiness Checklist

- ✔ Explicit cog-on-cog action
- ✔ Public drunkenness
- ✔ Enemy chastisement using bladder contents
- ✔ One set of exposed brass balls
- ✔ Catfish dismemberment

Part 1: Mrs Catfish

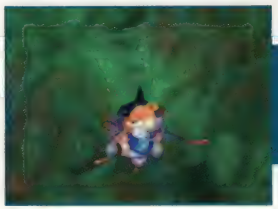


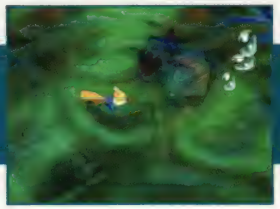


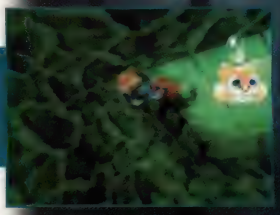
It's time to wreak havoc in the tranquil lagoon of Bats Tower. As you enter the area, a prim and proper lady Aristocatfish and her tea-drinking lady friends accost you, demanding services. After agreeing to put a leash on their enemy, Jump off the pier (point A) and swim upstream. High up out of reach are three stacks of cash. You'll retrieve these later.

As you turn right, around the first corner, glance at the waterfall with the dragonflies circling about. There's a small tunnel behind the waterfall. There you'll find the only Tail Thingy in this level and a couple of chocolate pieces. Gorged with chocolate, head up the river (either with the Helicoptery Tail Thingy or by Swimming underwater). On a ledge sits a large metal-and-wood safe with the word "Wrong" encased in marble below it, under water. Squirrel strength isn't enough to move the lock. Anyway, you're more concerned with the malicious watery mutt guarding the area.

Avoid the Bullfish or face a lacerated bottom and the loss of two chocolate pieces. A healthy Conker can take two hits from the beast before gurgling his last. Fortunately, the Bullfish is on a tight leash, and there's an extra chocolate piece on the safe. Swim around the Bullfish, and dive into the square opening (point B).







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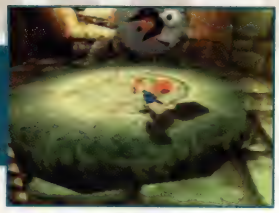
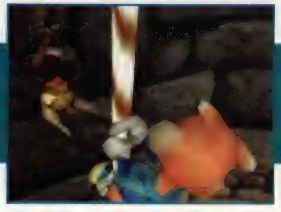
Part 2: Barry's Mate



In a green underwater passage (point C), head left as you swim down slightly, then—as the camera swings round—swim up, hugging the wall to the left of the grated opening. When you surface, you face the opening to the tower itself (point D). On the floor of the tower is a central Cog connected to a pulley system attached to a large Cog. The handlebar mustache and goatee, the happy grin, and the log protruding out of him means he is Mister Big Cog himself. Before you introduce yourself, take Mister Big Cog for a spin by running clockwise on the Cog. Now introduce yourself to his little Cog friend.

This Schizoid Cog has two guises, a yellow-eyed stogie-munching brute with a Yorkshire brogue, and a white-eyed cigarello-puffing fey gent. Their task is identical, however—to kidnap three free-spirited female Cogs who are hiding in the zone past the underwater grating. You must find a lever to open that grating. Start at the descending platform.

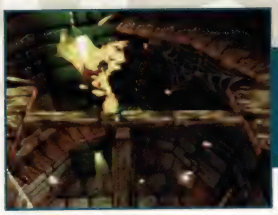
Step on the platform and head up to the tower's first level. Go right, around the wooden ledge onto the large round log, and carefully edge forward. Barry—the first bat you burned in Barn Boys—has a triple team waiting to dive-bomb you as you climb. Wait for the light bulb, and press Ⓑ just after the bat finishes squawking to napalm the critter before continuing to the end of the log.

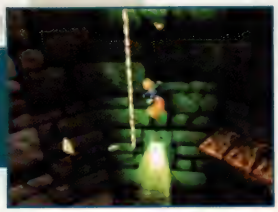


On a second wooden ledge, head left and Jump to the rope from the corner of the ledge where the metal rivet is in the wood. The rope is farther from the stone wall than you think, so line yourself up using the first-person viewpoint before you launch. Now shimmy up to the second floor, watching for the bat if you missed him before. When you reach the top, Jump to the wall, not into the middle of the tower.

Bats Tower

Chapter 4



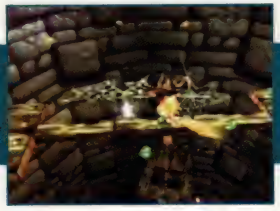


Edge along the narrow beam linking the platform on the other side of the tower. Again, you'll have the option to ignite petrol on a bat. After this, simply Jump into the air, and Helicoptery Tail Thing your way to the other side (or forget the platform completely and Jump from the top of the rope). At the other side, move along the ledge, line yourself up, and Jump toward the next rope.

To get to the third floor, Jump from the rope up to the wall, landing on the square ledge and again tip-toeing over the beam, or Jumping the gap completely.

On the other side, a ledge winds to a rope that leads to the fourth floor. Grab the rope. If you drop to ground level by mistake, you're flattened.

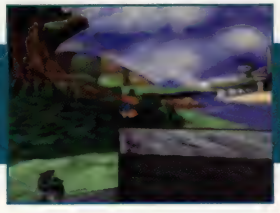
Enter the fourth floor through a hole in the ledge (another bat perch), and Jump to the moss-stained wall. Conker automatically runs up the steep wall, then back down.



Caution

Don't try to control him—you could send him off the edge. Instead, wait for him to stop.

Ignore the wailing cash above. Walk to the beam and turn the camera so it's behind you. Now run, and carefully Jump at the end of the beam to grab the lever that opens the grating underwater (point E). Postpone getting the cash on the tower roof—it's insanely difficult to grab—and return to the ground the way you came.



TIP

If you're desperate for the cash, return and climb the tower after fiddling with the Cogs and saving your game.

From the fourth floor of the tower, continue to climb the rope, then Jump to the rope in front of you and Jump to the small wooden ledge.

On the turret, head clockwise around each parapet, Jumping onto the brickwork, and then falling down, Jumping over the plated goons, and up onto the stone blocks. Land on the stone blocks and you can Helicoptery Tail Thing over the enemies completely. Remember, the tower is circular, so Jump at a slight angle.

Pick up the cash, then fall off the outside of the tower and into the Bullfish pond to avoid a hideous climb back down.

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Fur Good, Fur Bad, and Fur Ugly

Fur Good

Try ascending the entire tower using only the ropes and the Helicoptery Tail Thing. This minimizes bat combat and falling deaths—as long as your aim is true. Start from the first floor before the log beam, go diagonally down leftward to the first rope, head up, then continue right upward to the second rope, then go down leftward to the third rope, and finally up to the last rope. Reckon you can beat our 24-second best time from the first floor Jump to the top wooden ledge? Prove it!

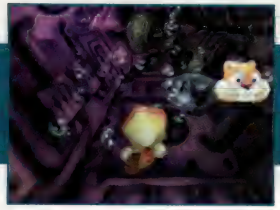
Fur Bad

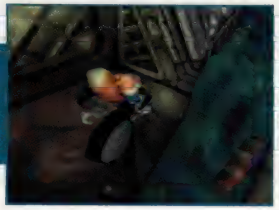
A less impressive way up and down the tower is by Jumping over the beams that connect the ledges. It works, and for less-professional squirrels it's safer than sweaty-palmed rope Jumps.

Fur Ugly

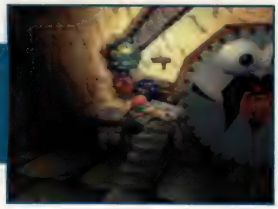
The worst thing you can do is to fall off a rope or the turrets at the top of the tower. Check where your shadow is before you Jump, or if you're lower down the tower, slow down and tiptoe to the top. If you drop, aim for a spider web—they cushion your fall without loss of chocolate.

Part 3: Cogs' Revenge





The underwater gate (point E) is open—time to squeeze through. The connecting passage, housing two Odd Little Armored Imps, holds an air vent, and an exit lies straight ahead. For the least amount of wounding from spikes, hug the bottom of the passage. When you emerge (at point F), you'll hear tittering from a bouncing red Cog with full lips and too much blush. The passage continues into a doughnut-shaped room with two more giggling Cog ladies. Frying Pan time!



Liberally swipe at one of the lady Cogs (they can be attacked in any order). If you miss, she guffaws and runs around in a circle. Run in the opposite direction, and swipe at her with the pan when you meet. She will stop to turn and escape, so Jump just before she turns to gain more distance. After you strike a Cog, you have three seconds to pick her up, and take her back to the Schizoid Cog in the tower room. Avoid the armored enemies by hugging the bottom of the passage.

After the first Cog is correctly aligned, collect the other two. When you've got a Cog, you can't drop it unless you're lamped by an enemy, you drown, or you head for the Bullfish area.

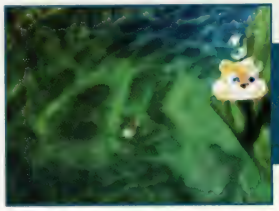
Bats Tower

Chapter 4

With the three lady Cogs all in a row, Jump onto the central Cog and run clockwise around it. As the speed increases, the pulley system retracts the Bullfish's leash. The Schizoid Cog flies off, landing on the ground with a clang and an expletive.

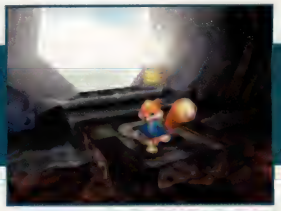
Now free from the evil Yorkshire Cog's reign, the ladies pack their bags and leave for the Caribbean—but not before they exact revenge on their slave master. They affix the Schizoid Cog onto Mister Big Cog's protuberance, and free their nemesis' softer side.

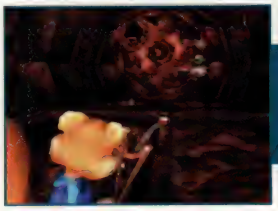
Part 4: The Combination

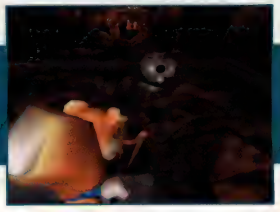


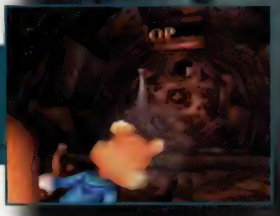
Exiting near the tethered Bullfish (point B) is only dangerous if you swim directly above him. With the coast clear, swim back to the pier where the Catfish ladies wait, and return with them in tow. The two Odd Little Armored Imps from the purple passage act as spiky mines. Swim or Helicoptery Tail Thing away quickly to avoid them. When you reach the Bullfish, the Aristocatfish performs a complex safe-cracking. With the safe door open (point G), it's safe to continue.

Part 5: Blast Doors









Cash ahoy! However, the greenbacks bolt, leaving you to open the entrance to the watery passages. A gigantic Context Sensitive Button appears, coaxing you into using your Catapult.

Ahead is a rotating metal wheel (point H) with a hole in it. Above that is a sign box with room for four letters. At the foot of the wheel are two Odd Little Armored Imps that are passive unless you leap into their holes. Behind the wheel are eight letters spelling "PUNHOTES." What is that supposed to mean?

Well, PUNHOTES is actually two words. Look closely at the letters and you'll see some are red and some orange. Put the orange letters together, and what do you spell? PENO! What the heck is that? Well, it's an anagram for OPEN, which is what you must spell to release the door beneath you.

Aim at the O, fire, readjust your aim, and fire again when the wheel passes over the letter just before the one you're aiming at. If you miss three times, an Imp rolls at you. Stop the Imp with a well-aimed conker shot. When the word "OPEN" is spelled, the door beneath you recedes. The other four letters spell "SHUT." If you start to spell that word, an alarm sounds and another Imp rolls at you.

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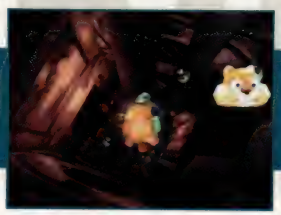
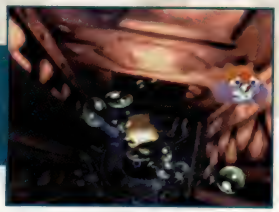
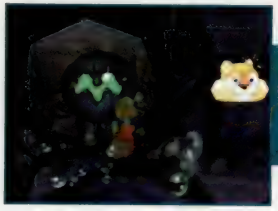
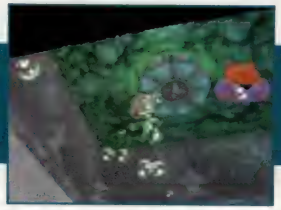
Part 6: Clang's Lair

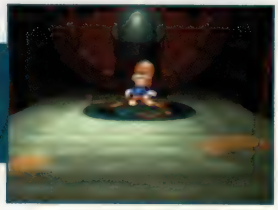
Another Context Sensitive Button allows you to place a miner's hat on your head and activate it. With the hat on, dive into the narrow water-filled vertical passage (point I). Swim down until you need air—there are three alcoves, with an air vent in each. Avoid the gigantic Clang—a robot-chomping fish that's swimming your way. Shine the light in its big eye, and it clams up, allowing you to pass. If you don't have a battery for the hat—or if you don't have the hat—the fish gnashes at you, causing damage and reducing the time you have to get air.

There's an air vent at the bottom of this passage, but if your hat works, head for the third alcove in the entrance shaft, stock up on air, and ignore that bottom vent completely. Head through the upper entrance surrounded by green flashing lights, but beware of the fish that lurks there. If you have no light, try the air vent at the bottom and the lower green-lit entrance. Either way, swim quickly upward to a small mossy chamber with air and a battery recharge (point J). All the Clangs in the tube areas circle around a particular tube, so look for a fish entering a tube, and follow it in to avoid being chomped.

Charge your battery (you'll get another 40 seconds of light), dive back in, head through the blue-lit tube entrance, then swim up to another breathing point. This one has a lever on one wall (point K). Pull it, and after the second vertical shaft doorway opens, head for the yellow-lit tube. Through it is a second vertical shaft (point L) with an air vent along the bottom, and another three on the walls of the shaft. Head upward, dodging or blinding the Clang as you go. Head for the murky water at the top of the passage.

Point 7: Pisstastic



Yes, this safe has a Boiler Room. And Fire Imps. And a Boiler with a huge pair of ba ... we'll get to that in a minute. Your first plan of action centers on a group of Fire Imps who take exception to squirrels in their lair. After smokes are rectally extinguished, the Fire Imps call reinforcements.

Squirrel fur is flammable. Conker must extinguish the Imps. Find the barrel of ale (point M), press ⓑ, and suck down the alcohol. Now Conker's fiendishly quick bladder kicks in. Stagger into the courtyard and prepare to fight fire with urine.

Bats Tower

Chapter 4

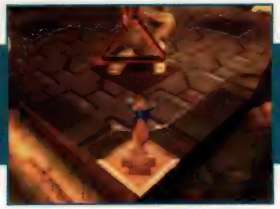
While drunk, press Ⓑ to unzip, and you automatically start to relieve yourself. Fortunately, Conker has extra strength in his bladder, and is able to change a tinkle into a torrent when you press Z. The waterworks don't end there—the Control Stick allows trajectory aiming and on-the-spot Spinning. Once you start, aim at each of the Imps, drenching them in a golden shower until they turn to charcoal.

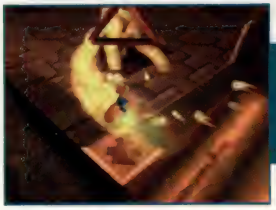
If Imps surround you, spin and push them back with your spray. If you need to halt the whizzing, press Ⓑ, move to another position, and start up again. If you run out of fluid weaponry, you'll need to wander to the medicine cabinet and sober up (a Context Sensitive Button produces a hangover cure) before starting the process again. Keep the deluge flowing until eight Imps are soaked. When they shriek, "I've got pee in my mouth!" you know you've hit home.

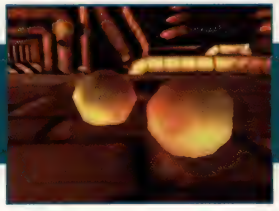
Part 8: Brass Monkeys

The whiz-drenched Imps retreat into the Boiler, and start it. Two scowling eyes appear on its head, and two impressive brass appendages sprout elsewhere. These remarkable stones are the Boiler's Achilles' heel. As soon as the Boiler starts, run to one of the arena corners (point N). Either wait for the Boiler to spot you or run in front of it, dodging its stomping attack, and coax it onto a grating (point O, which it moves to automatically).

On the grating, the Boiler releases a fiery belch in a clockwise motion. As, or just before, this occurs, execute a Crouching Jump (Z then Ⓐ). Conker automatically hangs onto a lever, releasing a pipe full of effluent gunk onto the Boiler, who staggers back into the center of the room and stands in disbelief for about six seconds. During this time, run in and press Ⓑ under the Boiler's legs. Producing two bricks, Conker slams them together, right into the Boiler's brass balls. The Boiler's temperature increases.



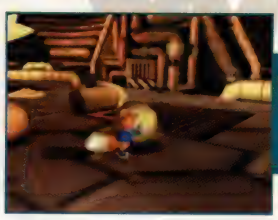




Tip

Remember which corners you've already visited, because the levers disappear when they're used successfully.

Move to the next corner of the room and repeat the process. On the fourth episode of groin torture, Conker raises the Boiler's temperature to dangerous levels. Conker switches from bricks to his Frying Pan. This dislodges the Boiler's nuts, and they fly about the room before coming to rest on the floor. After an Imp pushes a wrong button, the brass-trated Boiler explodes and thuds to the floor.



Amid the refuse of the Boiler, you'll find two brass balls and two Imps. Push the first shiny orb around the Boiler's pipe and onto the ground trigger (point P). This releases the door to a passageway guarded by an Odd Little Armored Imp. Now dodge the Fire Imps (there's no more beer, so fighting with urine isn't an option), and push the second ball into the corridor you just opened. It rolls into the armored Imp, sending both crashing through the end of the passage. Exit the Boiler Room, grab the cash, and quickly get out of the safe.

Bullfish's Revenge

Back swimming with the fishes (point G), the Aristocatfish awards your winnings—$1 frickin' dollar. This calls for violent retribution. As you start your swim back to the pier, the Bullfish wrenches free of its chains and swims after you, devouring anything in its path—make sure it's Aristocatfish, not you. Cover greater distance by swimming (not using the Helicoptery Tail Thingy), and head for the pier (point A).

As you scramble up the wood, the Bullfish crashes through after you. Fortunately, the Bullfish hasn't time to brake, and crashes into a wall. Conveniently, it happens directly beneath that trio of cash stacks you couldn't get to earlier. Grab them all, and smile to yourself. You've just made $410 and castrated a Boiler. Not bad for a day's work.

Nutty Bits #8

Dandelion's Den

Wish you could take time out to smell the roses? Well, you can't—possibly because of the gigantic mountain of poo nearby. However, near the entrance you can skip through up to 10 dandelion flowers, sending their seeds gently floating in the wind. Aaah, bliss!

The Cock and Plucker Quiz Question 4

The lady Cogs, once freed from the malicious Schizoid Cog, sun themselves with a whistle stop tour of exotic locales. Which one of these vacation delights *doesn't* appear on their luggage?

A. Tenerife
B. Paris
C. Caribbean
D. Twycross

See page 127 for quiz answers.

Chapter 5 Sloprano

Command and Conker—Debriefing

Conker's bad day takes a turn for the downright crappy in Sloprano, but at least he's getting used to the stench—note that he removes his gas mask upon entering the level. First order of business is to feed sweet corn to the Sloprano, an enormous pile of poo with a penchant for opera. Then launch rolls of toilet paper into his mouth during his big solo and flush him down the pipes once and for all.

Afterwards, it's time to swim through pooey water while dodging absurdly large fan blades. You need $1,000 by the end of this Chapter to continue on to Uga Buga.

Entity Encounters

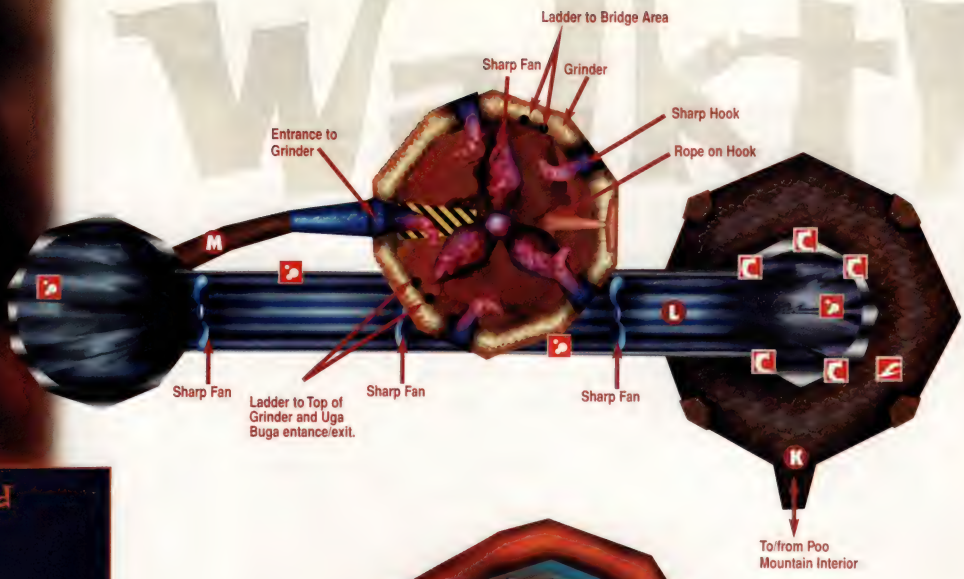
6 Kernels of Sweet Corn
2 Dim-witted Weasels
Boss: Great Mighty Poo
1 Stack of Cash
1 Stack of Cash (not available yet)
Lots and Lots of Poo

Plan of Action

1. Whack sweet corn with frying pan and toss it into central pit.
2. Launch toilet paper into Great Mighty Poo's mouth during arias.
3. Collect $100 and flush Sloprano when his voice cracks glass.
4. Jump down cavern to reach the pool.
5. Swim through pool, avoiding fan blades.
6. Climb rope and ladder, talk to weasel, then enter Uga Buga Temple.
7. Engage in fast talk with slow weasels.
8. Proceed to Temple Entrance, provided credit rating is acceptable.
9. Total cash available: $100.

Map Legend

- Start Position
- Sloprano pop-up spot
- Sloprano Hand pop-up spot
- Ceiling Poo Splat
- Context Sensitive Button
- Chocolate
- Sweet Corn
- Stack of Cash
- Toilet Chain
- Torch



Map Legend

- Chocolate
- Oxygen
- Tail Thingy
- Scenic Cave Sealed
- Stack of Cash
- Rock

Sloprano

Chapter 5

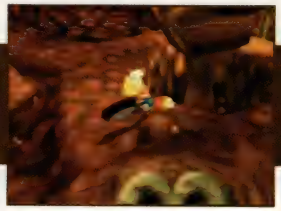
Conker's New Moves

Toilet Paper Toss

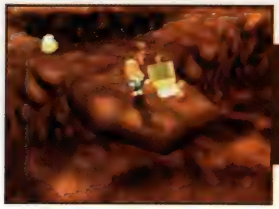
As Sloprano begins his scatological opera, Conker must Jump between the three large platforms in the area and run to the Context Sensitive zones on each. Pressing Ⓑ on these will arm Conker with an enormous roll of toilet paper, which he fires with Ⓩ, as he would with any missile weapon. The goal is to land the TP in Sloprano's mouth when he becomes lost in song.

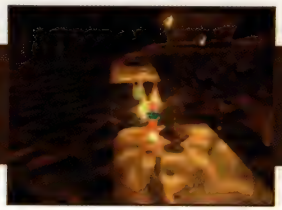
Part 1: Corn Off the Cob

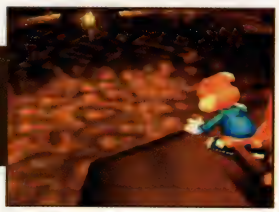
Upon entering Poo Cavern (START point), Conker runs into a terrified Dung Beetle, who relates the strange story of a monster that abducted his friends, Tezza and Bazza. Run straight ahead, being careful to stay on the path. Everything that's not a raised platform is poo quicksand, which will pull Conker to a stinky death. Keep Jumping and locating ledges to climb back up on. Avoid the large swatting poo hand that pops up in the center of the platform. You'll also have to contend with poo falling from the ceiling. Watch the shadows on the pathway (check the map) and dodge accordingly.



A few steps down the path (point A), you'll meet a kernel of sweet corn. As Conker greets the corn, a booming voice from the poo quicksand in the center of the room demands sweet corn. Hit the corn with the Frying Pan, then run over to pick it up, and walk onto the outcropping that points toward the center of the cavern (point B). Conker automatically throws the corn into the poo, where it's viciously dragged to its untimely demise.







After tossing the corn kernel into the poo, head up the path past the inactive Context Sensitive Button. Perform a *running* Helicoptery Tail Thingy across the gap (point C) at the peak of your Jump arc, or you'll wind up toasting your tail on the torch. You'll find two more kernels of corn here, both of which need to be clanged

General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy S#^&!!

Naughtiness Checklist

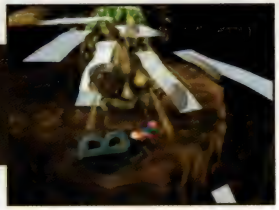
- ✔ Sacrifice of terrified corn to poo monster
- ✔ Foul-mouthed opera from foulest mouth ever
- ✔ Bloody blades capable of unnecessary gore
- ✔ Weasel performing excretory function
- ✔ Language not normally heard outside a Tourette's ward

Note

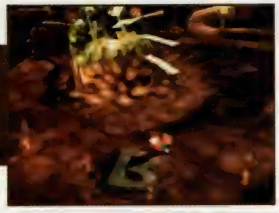
Unlike the cheese, the corn will not attempt to escape from your grasp unless you get hit.

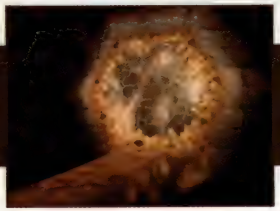
and carried to the outcropping that points to the center of the cavern (point D). When you've done that, continue running clockwise around the path, past another inactive Context Sensitive Button and a fork in the path (point E) that leads to a stack of cash locked behind glass (you'll come back for it later). Repeat the process with the three kernels of corn you find at the end of the path.

Part 2: Sweet Melody



After you chuck the last kernel of sweet corn into the effluent central pit, G.M.P. , the Sloprano, rises from the center of the room and begins to serenade you. Then he tries to kill you with poo. After he finishes the first verse of his song, dodge six of his poo balls, get onto the Context Sensitive Button (point F), and press Ⓑ to arm yourself with toilet paper. Fire the TP into Sloprano's mouth by pressing Z as he opens his gaping maw to sing. He will disappear and reappear in three different places (see Map 1), so be ready. Hit him once and he'll break into the second verse of his song.





Sloprano covers your Context Sensitive Button with a mound of poo, so backtrack counterclockwise (point G) and dodge six more poo balls (he always fires volleys of six). Get to the next Context Sensitive Button and press Ⓑ to launch the toilet paper at his mouth. This time, feed him two rolls. Land the first roll, dodge another poo volley, then hit him with the second roll.

Run in a circle around the hole in the center of the platform to avoid his shots. Make sure you get to the button in time to fire at him. You only get four chances between poo volleys.

Sloprano hits a note that cracks the glass in front of the cash room, but doesn't shatter it. Once again, he takes out your Context Sensitive Button with a poo ball. Run counterclockwise along the path and Helicoptery Tail Thing over the gap (point C) to reach the third button (point H). From here you'll need to land three rolls of TP in his mouth. He disappears and reappears quickly while singing. Aim at one of the three places you know he's going to pop up (see Map 1), rather than following him as he appears. Remember, he launches six volleys of poo, then opens wide for four chances to hit him.

Nutty Bits #9

Sloprano's Lament

Verse One

I am the Great Mighty Poo
And I'm going to throw my $#^& at you.
*A huge supply of @#$^*
Comes from my chocolate starfish.
How about some $&@#, you little #^&!?

Verse Two

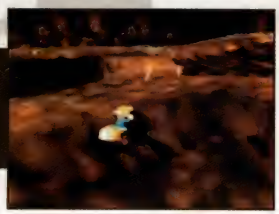
Do you really think you'll survive in here?
You don't seem to know which creek you're in.
Sweet corn is the only thing that makes it through my rear.
How d'you think I keep this lovely grin?

Verse Three

Now I'm really getting rather mad.
You're like a niggly tickly @#$%& little tag nut.
When I've knocked you out with all my !@&.
I'm going to take your head and ram it up my butt.
(Your butt?)
My butt.
(Your butt?)
That's right, my butt.
(Errr ...)
My butt.
(Errr ...)
My buuuuuuuutt.

Sloprano

Chapter 5



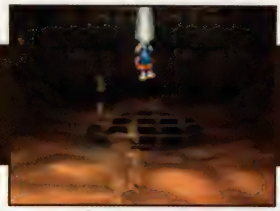
After you've hit Sloprano for the third time, he retreats to the center of the cavern and hits a note that shatters the glass in front of the stack of cash. He keeps firing poo balls at you and the rain from the ceiling begins again, so quickly make your way to the cash.

If you fall into the quicksand poo, keep Jumping and make your way over to the platform near the entrance (point I). If Sloprano hits you with a poo ball, you're sunk.

Part 3: U-Bend Blues

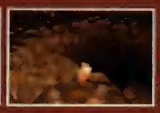
After you make it to the cash (point J), pull the lever above your head. Sloprano will be flushed away, but not before giving one final performance. You need $1,000 to enter the next level. If you don't have it, go back to another level and complete it before proceeding any further.

After the demise of Sloprano, a large pit with three descending platforms opens in the center of the cavern. Your goal is to get to the bottom platform and walk through the doorway. If you fall into the inky blackness, you'll reappear in the Poo Cabin in Windy.



Fur Good, Fur Bad, and Fur Ugly

Fur Good



Running around to the entrance after flushing Sloprano takes longer than just Jumping onto the first gooey platform of the pit. Walk to the outcropping where you threw the first kernel of corn, and walk off the left side at a 45-degree angle—see screenshot. Conker will land head-first on the bottom platform, suffering no damage.

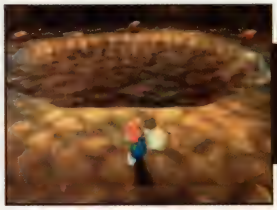
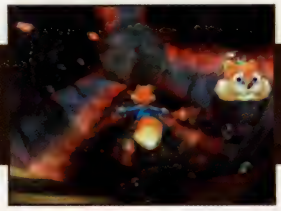
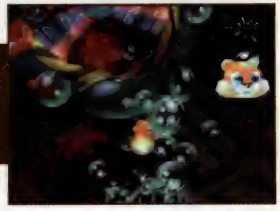
Fur Bad

Hopping from poo platform to poo platform is unnecessary work. Because the sides of each platform are rounded, there's a good chance you'll slip off and wind up back at Poo Cabin.

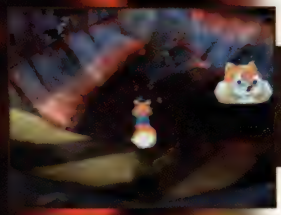
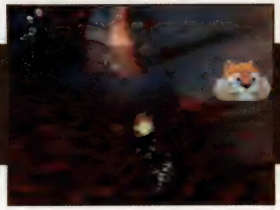
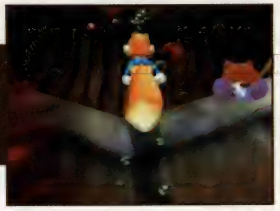
Fur Ugly

If carefully lining up Jumps isn't your game, prepare for a lot of visits to Poo Cabin. Nothing you do in the poo pit will damage Conker, but you'll waste a lot of time by not making sure you know where you're Jumping and what it's going to take to get there.

While Conker is playing in poo, his girlfriend Berri is still enjoying her workout. Despite her blaring headphones, she hears a loud pounding at her front door. Thinking it's Conker, she opens the door, ready to give her boyfriend hell for his tardiness. Instead of Conker, however, she sees a pear-shaped Stone Giant. He responds to her attempts to shoo him away with a punch. Then he drags her unconscious form out of the house. What does he have in store for the lovely lady, and how does this relate to the Panther-type King's nefarious schemes?

Back to Conker. Walk through the doorway and into the storm drain (point K). Load up on chocolates and grab the Tail Thingy. Dive into the water, where you'll see three extremely sharp rotating fan blades and a veritable stew made from the parts of their victims (point L). It requires skill to get past the fans unscathed. One touch of the blade neatly bisects Conker, killing him instantly. If you do die, make sure to grab the reappearing Tail Thingy before Jumping in again.

Although Conker is under water, take your time—there is an air pocket before and after each blade. For the first blade, stop when Conker's belly is resting on the yellow and black danger strip in front of the blade, and start swimming as soon as the blade passes in front of him. Adopt the same strategy for the second and third blades. Keep Conker as low to the ground as possible—that gives him the biggest opening.

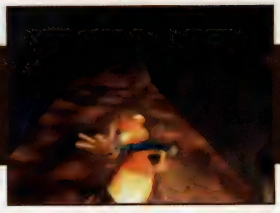
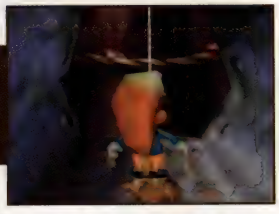
When you pass the third blade, swim up to clear the pipe's opening. There is enough room for Conker to clear the blade and rest against the wall, so don't feel compelled to swim toward the center.

Tip

Past the third blade, it looks as if there is a fourth spinning blade, but that's just a distortion in the water. The blade is actually on the ceiling of the other end of the tunnel, posing no danger. Grab a breath and calm your nerves.

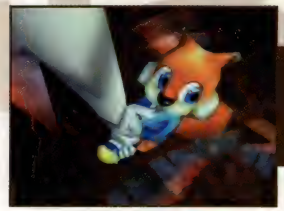
Note

It won't get you anything but a pat on the back, but try making it through all three blades and out of the water without filling up on air. It can be done.

Paddle through the doorway in grungy water (point M) until you reach the exit and dry land. Conker has escaped from Sloprano's lair and is nearly to the Uga Buga Temple. Just a few blades left.

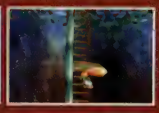
Chapter 5



Walk to the end of the yellow and black platform and Jump onto the rope suspended in the center of the room. Below you is a huge spinning blade that will chop you into squirrel bits if you fall into it. A series of blades runs along the ledge around the perimeter. A ladder runs up the wall. Climb the ladder to put the nightmare of sharp metal things behind you.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

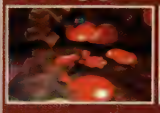
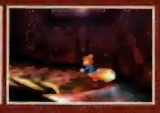


Stop climbing the rope about one Conker-length from the top. Line up the camera so you can see the ladder, and Helicoptery Tail Thing off the rope. You can hover over to the ladder and land on it without coming near any of the blades.

Fur Bad

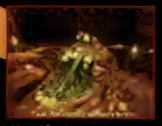
Jumping to the ledge with the circling blades will get you to the ladder, but it might also get you killed. Time your Jump perfectly so you land between the blades. Then run toward the ladder at exactly the same speed as the blades themselves, otherwise you'll suffer a one-hit kill.

Fur Ugly

Disregarding our advice, you can take a blind reckless Jump. You'll wind up hamstrung by the bloody blades if you don't time your Jump right, and you can expect a similar fate if you run too fast or too slow around the ledge. If you die here, a few moments from victory, you have to go back through the three blades at the beginning of the storm drain.

The Cock and Plucker Quiz Question 5

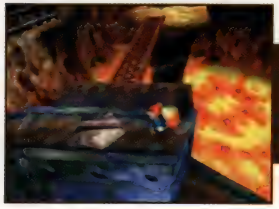
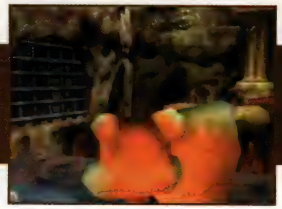
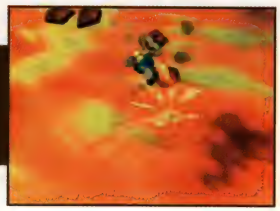


What's the only matter that can survive a Sloprano digestive tract intact?

A. Sweet Corn
B. Peanuts
C. Chewing Gum
D. Mepsipax

See page 127 for quiz answers.

Part 4: The Bluff

Hop up to the ledge counterclockwise from the top of the ladder (point N). Take a look around. You see a river of molten lava from which there is no escape and a mysterious room locked with a steel grate (point O). There is absolutely nothing in there, and no way to get inside. It serves no purpose. Feel free to hop over and check it out for yourself.

There's also a narrow wooden bridge with two of the Panther-type King's weasels on the other side, and a doorway just past it. It's the only way out, so cross the bridge and speak to the weasels.

PrimaGames.com

Conker's BAD FUR DAY

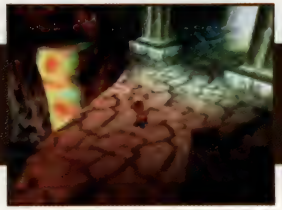
Prima's Official Strategy Guide

Weaseling your way to Uga Buga: If You Don't Have $1,000

Remember what we said about making sure you have $1,000 before continuing? The weasels demand a bribe, and they're not going to settle for anything less than a grand. If you don't have it, this is the end of the road for you. Head back out through the blades, or just kill yourself now.

Complete any earlier Chapters you haven't already finished, collect the cash, and have fun swimming back through the grinder. Good luck!

Weaseling your way to Uga Buga: If You Do Have $1,000



One of the two weasels is defecating behind a rock, which is good because it might have been as much as two minutes since you've seen poo in this level. The other weasel accuses Conker of being a squirrel, to which Conker replies that he's an elephant. This explanation, and a $1,000 bribe, gets him past the guards and into the Uga Buga Temple. Don't worry about the cash—it's loyal to Conker and returns to him when he whistles for it.

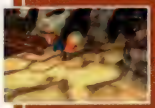
Return of the Rodent

Poo Mountain High

You might hear another stack of money crying out for deliverance after you've grabbed the cash next to the lever that flushes Sloprano. It's at the exit for the ramp near the entrance to Uga Buga, and you can't get it until you exit Uga Buga. Don't worry, it'll be there waiting for you.

Nutty Bits #10

What Was That About a Chocolate Starfish?



There's plenty of chocolate scattered around Sloprano's domain. There's also plenty of poo. And while the chocolate *seems* to function like chocolate functions in the rest of Conker's world, we question the logic of putting soft brown candy in your mouth when the rest of the cavern you're in is made of another soft brown material that is definitely not candy. Just a thought.

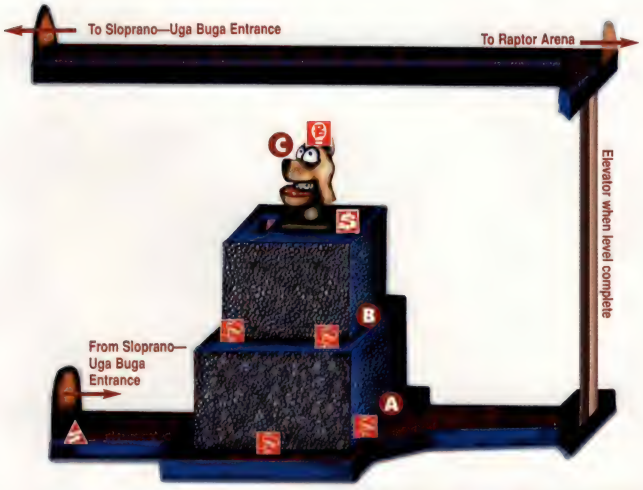
Chapter 6 Uga Buga

Command and Conker—Debriefing

A lengthy trek into a dinosaur-themed world that's completely out of place in Conker's usual ecosystem? Well, according to the weasel boss you meet later in this Chapter, that's exactly where Conker is headed—to the lava level.

In Uga Buga, pathways are linear and backtracking is necessary, but the frantic activity is always fun. The biggest difficulty you'll have is lining up your urine when showering curled-up Stone Giants in Rock Solid, racing the Uga brothers (learn the courses in multiplayer first), and riding Fangy without falling off or getting flattened.

Besides precision-peeing and guiding Ugas over inclines, you'll make your way through a Dragon God's throat, around a racetrack full of lava, and battle a giant Uga boss with the biggest bone in the game.



Map Legend

- Start Point (from Sloprano)
- Stack of Cash
- Raptor
- Context Sensitive Light Bulb

Plan of Action

1. Avoid dashing dinos and ascend Uga temple.
2. Gain entry to lower Uga chambers by lowering statue.
3. Lower statue further to open parapet passage.
4. Locate comatose rock and roll it down corridor over two Uga braves.
5. Hatch mutant Fangy egg.
6. Coax disturbed raptor to squishy death.
7. Grab cash and remove Dragon God's nasal congestion.
8. Avoid swinging polyps and locate high-fashion Uga pelt.
9. Gain new respect and lead Uga braves to rock combat.
10. Enter Rock Solid Club, locate comatose rock behind bar.
11. Push rock onto tile switch, then head for giant beer keg.
12. Use impressive bladder jets to move stone onto switches and into doorways.
13. Locate caged cash and gain audience with weasel boss.
14. Complete boss's little job.
15. Recover from Uga brothers' mugging.
16. Retaliate with jet board proficiency and Frying Pan.
17. Exit race with extra cash.
18. Tame Fangy using pocket watch, piercing glare, and non-mainstream medical relaxation technique.
19. Chomp through Uga attacks.
20. Defeat Buga the Knut in pants-down melee.
21. Move in on Buga the Knut's lady.
22. Exit Chapter to Sloprano, taking the high road and the cash.
23. Total cash available: $500.

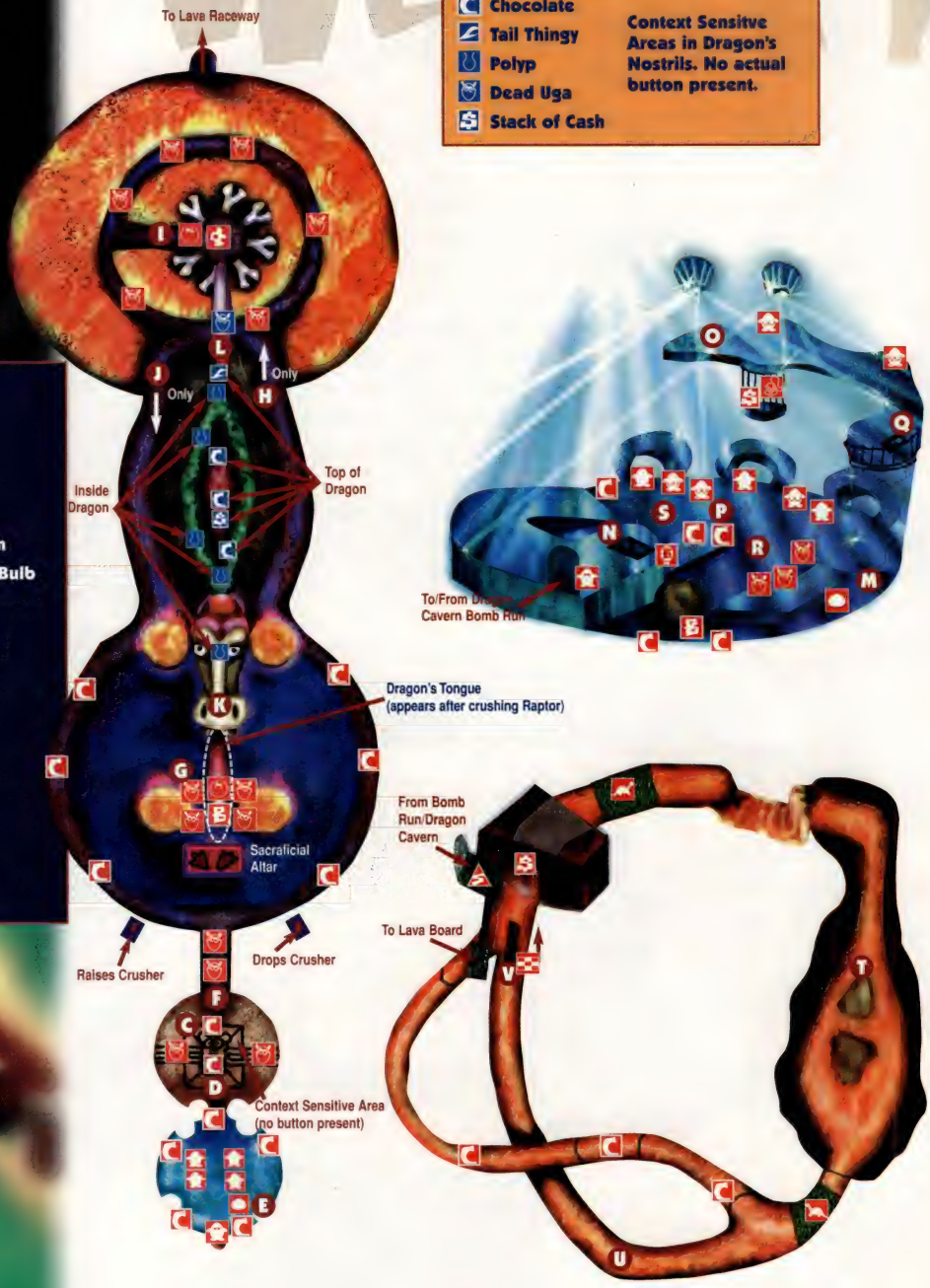
Map Legend

- Start Point
- Chocolate
- Stone Giant
- Rock
- Context Sensitve Button
- Context Sensitve Light Bulb
- Odd Little Monk
- Sacrificial Raptor Egg
- Uga
- Polyp
- Race Start Point
- Stack of Cash
- Dino Crossing
- Jugga
- Stone Giant Bouncer
- Female Stone Giant
- Berri

Additional Points of Interest (appear after crushing Raptor)

- Odd Little Monk
- Chocolate
- Tail Thingy
- Polyp
- Dead Uga
- Stack of Cash

Context Sensitve Areas in Dragon's Nostrils. No actual button present.



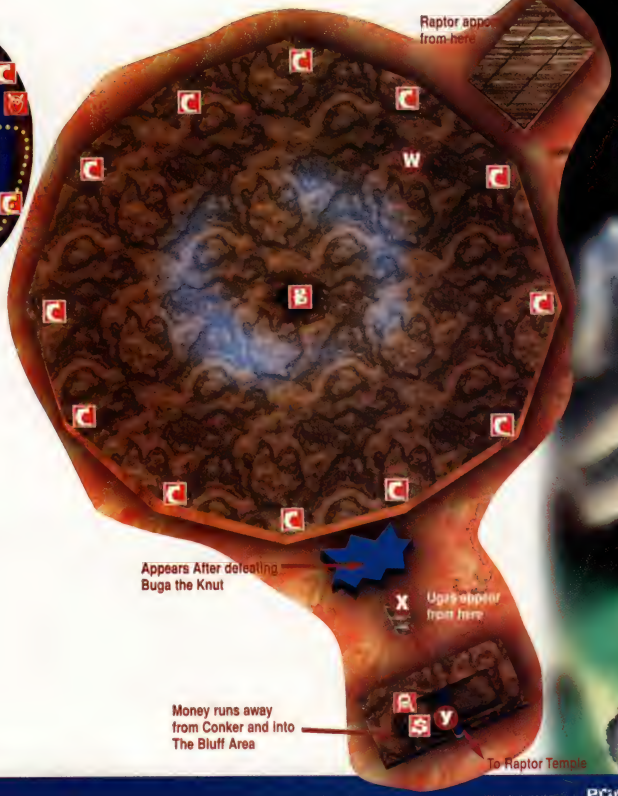
Uga Buga

Chapter 6

- Bomb Run Start Point
- Bomb Run Path
- Bomb Explodes
- Bomb Run Path after explosion
- Bomb Run End Point

Entity Encounters

- 4 Mini-Fangy Dinos
- 5 Stacks of Cash
- 46 Ugas
- 4 Inebriated Stone Giants
- 2 Stone Giant Bouncers
- 2 Odd Little Monks
- 1 Mutant Fangy
- 1 Dragon God
- 3 Raving Stone Giants
- 5 Raving Stone Giantettes
- 4 Uga brothers
- 1 Mob Boss Weasel
- 4 Weasel Henchmen
- Fangy the Green Raptor
- Boss: Buga the Knut
- B's Squeeze: Jugga



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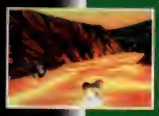
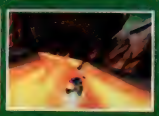
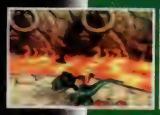
Conker's New Moves

Jet Board Riding

During your time in Uga Buga you'll find the time to challenge thieving Ugas to race combat on lava boards. To steer, move ⇦ and ⇨ on the Control Stick. For more speed, hold the Control Stick ⇧. Similarly, slow your board (to avoid, say, a huge plodding dinosaur) by holding back ⇩. Cover more ground and launch at opportune moments by standing on the back of the board and Jumping (Ⓐ). Unleash a Frying Pan surprise when you're close to your Uga victim by pressing Ⓑ.



Raptor Riding

Later in the Chapter, you need to climb aboard the scaly green hide of Fangy, Buga the Knut's favorite bipedal killing machine. Move the Control Stick in your preferred direction; once riding, Conker urges the beast in that direction. Slam on the acceleration (⇧) and Fangy's canter turns into a charge. When you've picked up speed, headbutt your foe (usually into lava, or across the ground) by pressing Ⓑ or Ⓩ. To headbutt without the charge, press Ⓩ, although the victims won't fly as far.

When cantering or standing stationary, a quick press of Ⓑ causes Fangy to chomp down on any nearby Ugas, scooping one into his maw. Perform the crunch-and-swallow by pressing Ⓑ again. However, when you're being attacked, grab an Uga and keep it in Fangy's mouth (attacking the remaining foes with the Ⓩ trigger); Fangy's bite is slow, and he's susceptible to clubs or spears if he's biting rather than butting.

General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

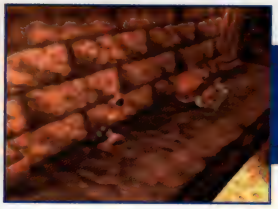
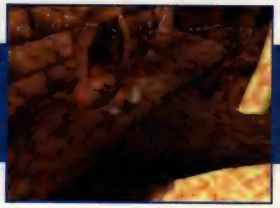
Naughtiness Checklist

- ✓ Mutant raptor dismemberment under stone weight
- ✓ Dragon God sporting unpleasant polyps and drowning in mucus
- ✓ Enemy chastisement using bladder contents
- ✓ Enemy showing rodent disapproval by judicious use of rear ends
- ✓ Giant prehistoric king with giant bone but tiny winkle

Part 1: Drunken Gits

Having cunningly navigated your way past the Panther-type King's elite guard (providing you collected over a grand in folding paper), enter this strange dinosaur-themed world of Uga Buga. And what's the ground hazard to overcome in this prehistoric world? That's right—lava. Start by viewing the large chamber you're in; ahead is a temple guarded by scampering dinos. On the left side are a doorway and pathway, far too high to reach. That's the exit route.

On either side is a pretty nasty drop into lava, which should be avoided unless you like watching squirrels burn.

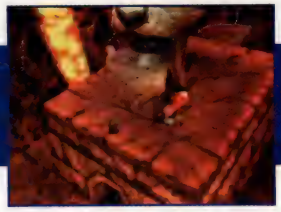
Uga Buga

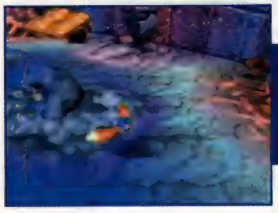
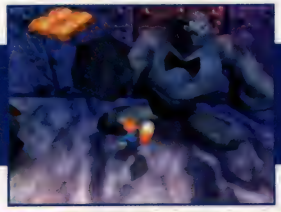
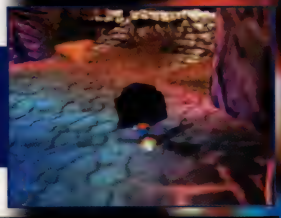
Chapter 6

No sign of any drunken gits yet ... just some baby raptors (known in these parts as mini-Fangys) running clockwise around the edge of the temple. To reach the top of the building and continue, you'll have to pass these sharp-toothed lizards without an incisor/squirrel altercation. To do this, head counterclockwise around the ledge next to the temple wall, and when charging the raptor, Jump or Helicoptery Tail Thing over it.

Don't attack a raptor with your Frying Pan. Razor teeth are quicker than furry hands, and the resulting bite knocks you off the ledge. Don't hug the wall, either—that ends in a raptor gnaw. Once on the opposite side of the temple, enter the dark doorway (point A)—the rock elevator isn't working at the moment.

On the second ledge are two more mini-Fangys to Jump past. Run clockwise around until you find the next exit door on the opposite wall (point B). Take too long, and the raptors change direction. Once through the doorway, you appear on the temple roof, standing next to a whining cash stack and a fabulous example of early head sculpture—which you should smash repeatedly with an anvil. Grab the moolah and Jump onto the head of the Uga stonework (point C). When the light bulb goes off, press ⓑ and hammer the statue into the temple floor. Now do it again.



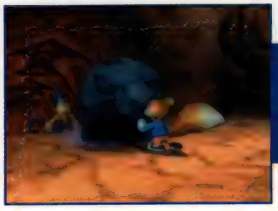
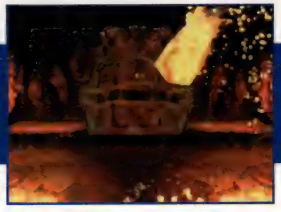
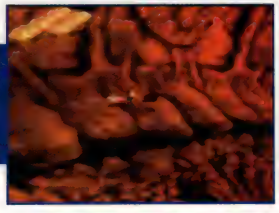
You uncover an underground lair inhabited by knuckle-dragging cave folk. Stay on the statue head (point C), and view the parapet you're on. Two Uga cavemen patrol the balcony, ready to welcome you with clubs to the head. Frying Pans only stun these thick-headed folk. But trading blows with cavemen isn't the best use of your time and resources. Continuing to hammer the statue down is. This opens up the gateway (point D) leading from a red blocked-off passage (with two more Ugas) to a blue Stone Giant drunk recovery center.

Time for some rock and roll. Pause only to check your status with the headset-wearing monolithic stone bouncer (alas, your footwear and general demeanor is incompatible with the club's policy). Forget trying to sneak into the Rock Solid Club, and avoid the four angry drunken giants sitting or shambling about the area.

Instead, circumnavigate the perimeter of the club entrance, steal the rolled-up rock giant to the left of the bouncer (point E), and push it back through the tunnel.

Caution

Wake up a giant (or whack him about the head and body with a kitchen implement), and you'll get a double dose of Stone Giant etiquette—a foot stomp, pounding into the ground, and less-than-savory vomit. Best to avoid that sort of chocolate removal.

A shallow incline, a boulder, and two Ugas. This is a recipe for squishy savagery. Push the boulder down the red passage (point F), then watch with a chuckle as the first Uga is flattened and the second is launched through the passage wall and into a lava pit. Saunter down into the massive arena with the Dragon God's head, and go down one of the ramps.

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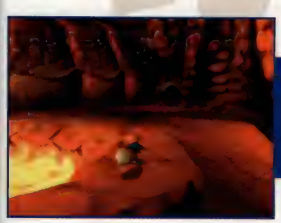
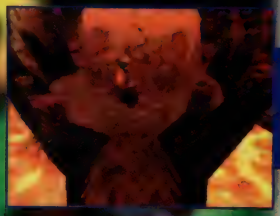
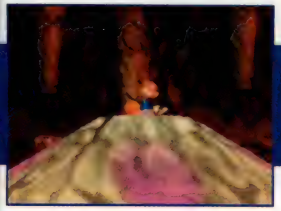
Chocolate is available, as are four prostrating Ugas (point G). Again, your Frying Pan whacks only stun rather than bludgeon, so ignore this area (including the Context Sensitive Button), and head for the right-hand door with the vertical arrow carved in it (point H). It's in the opposite wall, just after the second fiery pit.

Part 2: Sacrifice



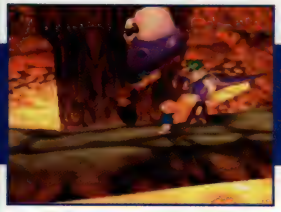
Tempting though that Context Sensitive Button was, it shouldn't be used until after you find a sacrificial offering for the Dragon God. Fortunately, the new chamber you just entered (large and ribcage-like, with a winding ledge leading to an exit door) has a large purple-spotted egg on the huge center platform. Six Uga guards with clubs patrol the chamber, and you encounter two before you reach the small ledge leading to the egg.

Jump over the guards before close combat (just as they spot you and grunt). Frying Pans simply stun, so if you catch a club in the face, the chances of a hot bath are high.

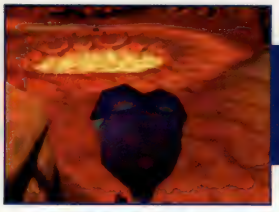
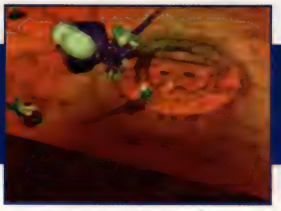
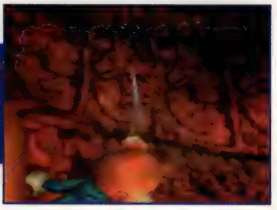
Head for the middle of the room (point I) and the Odd Little Monk clutching the stone trampoline tablet. Step on it, and Helicoptery Tail Thing onto the top of the egg. Head for the cracked part, wait for an idea to strike, then sit down, using ⓑ. After a short ponder, Conker's super-heated posterior hatches an ugly baby raptor—a Mutant Fangy.

Sporting bulbous eyes and a diaper, this freak of nature regards Conker as its mother. This is a great time to turn on those motherly instincts—slowly walk to the main ledge and turn right. You have a twofold plan—find raptor food and keep the baby following you.



Now you know why your Frying Pan lacked the power to whack the Ugas off the ledge—the sacrificial raptor needs sustenance in the form of caveman cuisine. Head right along the ledge (as the door you entered is locked), keeping about four squirrel lengths between you and your purple pal. Get too far ahead, and your dino loses focus and stops to scratch its chin.

When you encounter an Uga, Jump over it or batter it with the pan. If the dino is in tow, your vicious enemies quake in fear of being chomped. After gulping down an Uga, the beaked freak may decide to relieve himself, then needs further coaxing down the ledge and around to the exit (point J).

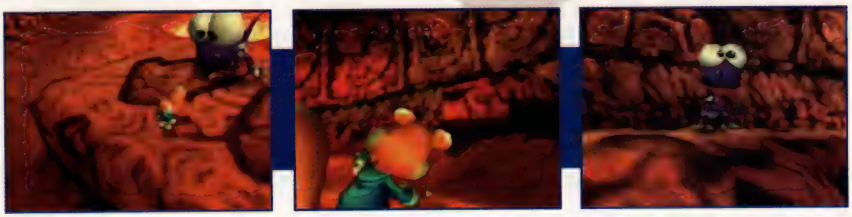




After following you through the door on the other side of the Dragon God (this locks behind you as well), the Mutant Fangy follows you down the ramp, to the left of the bottom lava pool (which now belches magma at you every six seconds or so), and toward the Context Sensitive Button (point G).

Uga Buga

Chapter 6

Here you can let your new child have the run of the place by letting him feed on praying Ugas while you aim your Catapult at the large arrow button on the wall to the right of the first entrance. A successful conker strike causes a large stone slab to rise from the altar directly behind the Context Sensitve Button. On the altar is a pair of footprints. Raptor footprints. What could this mean?

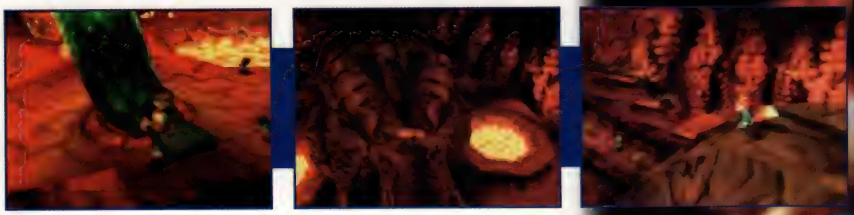


It means that a purple-spotted dino with a chirrupy wail needs to be flattened. Beckon your baby onto the altar by waiting for it on the ramp. After the goggle-eyed wonder has finished rending and tearing at the Uga faithful, he'll gibber, "I go ... Bibbi!" and trot up the ramp onto the altar, while you Jump off the back.

Now run to the Context Sensitve Button, and unleash a Conker at the wall switch with the carved star on it, on the other side of the main entrance. This releases the weighty block you raised above the altar, which drops onto the mutant critter. The Uga-chomping beast is considerably thinner and, well, pretty dead. Conker sees the funny side—as does the Dragon God.

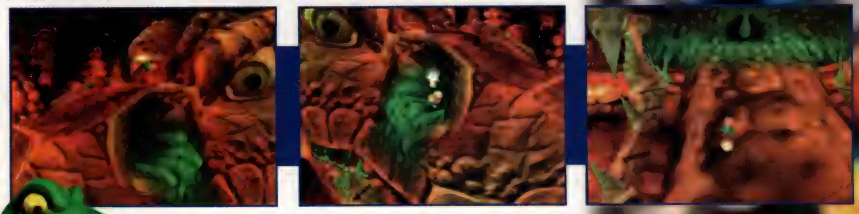
Part 3: Phlegm

Your sacrifice has pleased the Dragon God, who extends his gratitude and his tongue, allowing you passage into his belly. However, before exploring the inside of the beast, you need to cure its cold. The God needs to clear his nostrils, which are dripping with mucus.



If you enter the mouth before the snot river subsides, you slide down to the Odd Little Monk who stands where the Context Sensitive Button used to be. Use his stone tablet to land on top of the Dragon God's snout (point K). Helicoptery Tail Thing later than usual to avoid impact damage, and run up the spine to uncover a trail of chocolate, a wayward stack of money, and an extra Tail Thingy. Now backtrack up the spine (Jump up the steep part), and prepare to infiltrate some gigantic nostrils.

As the Dragon God continues to hack and drip green goo, position yourself atop the rim of the nostril of your choice. Just after the pestilent cloud of green steam rises from its nose, Jump (or carefully fall) into the nostril, and press ⓑ. Conker locates that pepper pot he's been keeping for special mucus-dislodging occasions, and shakes it into the post-nasal drip. Now Jump back onto the snout, and repeat the process.



Breathing in the pepper, the Dragon God gasps for air, then sneezes violently, sending Conker ricocheting about the chamber. However, the squirrel got off lucky—a praying Uga receives the God's payload of phlegm. With the tongue cleared of goo, Conker can enter the mouth. Run under the swinging tonsil just after it passes squirrel height. Or you can step to the side and ignore the tonsil completely as you enter.

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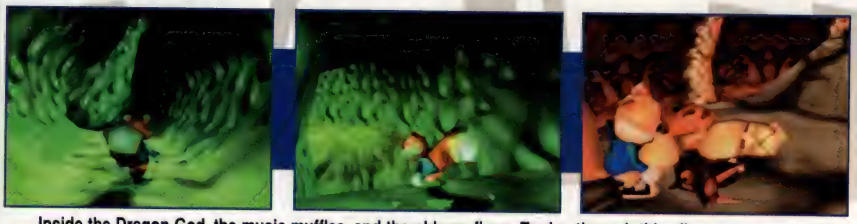


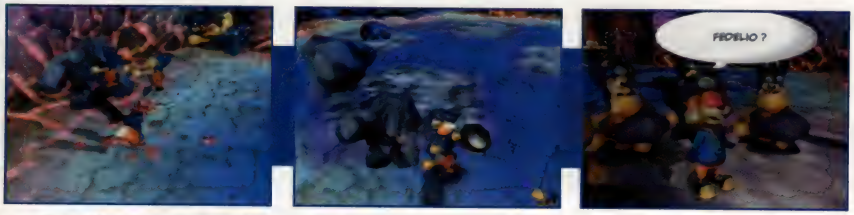
Inside the Dragon God, the music muffles, and the phlegm flows. Trudge through this slimy passage, avoiding the pendulous polyp by running to the side as it swings, then make a right. Jump over, or fall and climb out of the two gaps, make another right, and exit the area after another similar polyp negotiation.

Once into the chamber where you hatched the squished raptor (point L), don the pelt of a fallen Uga. Now return to the Dragon God's mouth. Don't fall off the ledge past the dead Uga; this results in instant death.

Part 4: Worship

As you stroll down the Dragon God's tongue, a quartet of Ugas comes running. Fortunately, your professional stealth disguise, coupled with their Cro-Magnon intelligence, allows you to pass for an Uga. The four followers think you're a pretty cool guy, and want to hang out with you indefinitely. Make the most of your superstar status by optionally bashing a couple of them with your pan (they lie prostrate and take it), then beckon them up the right-hand entrance ramp.

If coaxing a baby raptor to an untimely death has taught you anything, it's patience. And these guys are stupid, lagging behind and running into the entrance ramp rather than Jumping onto it. Slow down, look behind you every couple of seconds, maneuver your team so that they walk up the ramp rather than run into it, and take your time.



You're dodging well-aimed lava chunks at the same time. As you can't see the incoming lava, keep moving to avoid it. With some tolerance for cavemen and their brain-addling chant, retrace your steps to the parapet with four cavemen in tow—you need more than two for the fight to come.

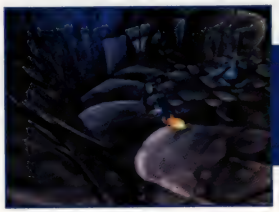
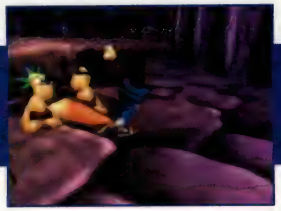
Don't encourage the parapet guards to join your cult. They attack you. Once through the parapet tunnel (point D), head for the Stone Giant hangout and pick off a lone enemy. Strike it with your pan, and wait for the Ugas to join in.

Note

You must hit a rock monster before the Ugas can damage it. Also remember: Get too close to a group of rocky foes and you'll be overrun and crushed.

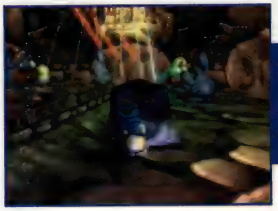
If the battle starts to go badly, retreat and let your men take the brunt of the attack. Remember that the perimeter is chocolate-covered. Also, lay off the pan swinging when your followers attack, as this hits your fighting chums, not the rock monsters. After four rocks are ground down, walk to the Stone Giant bouncer, and watch as Conker threatens his way into the club. Fortunately, his caveman chum kept his *Eyes Wide Shut* and remembered the password.

Part 5: Rock Solid

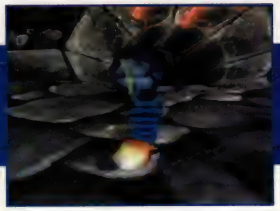
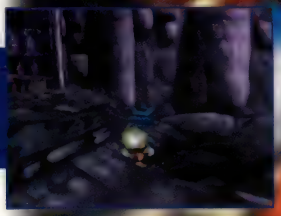



Now lacking his merry men, Conker enters Rock Solid and digs the house beats wafting through the club. Strobe lights, a pumped-up crowd, and some voluptuous cage dancers keep this place up and peaking. Whoa, but isn't that lady rodent in the center cage a preferred acquaintance of Conker? It certainly seems so. No time to get mental. Instead, formulate a Berri rescue plan.

Head past the rock dancers and the three alternatively attired Ugas, around the back of the bar. No drinking yet!

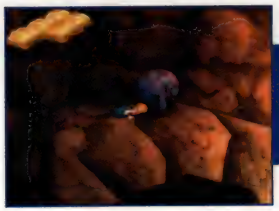
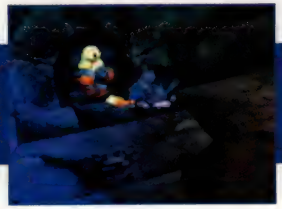
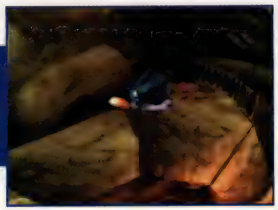


At the far end of the bar is a Stone Giant curled up and passed out (point M). Push him from the bar to the raised entrance area near the bouncer where a floor tile is depressed (point N), revealing a doorway under Berri's cage. Through this doorway is a short ramp leading to a hole in the floor. Fall through to be transported high above the rave to a balcony with two dancing rock ladies (point O). Head right to end up at another floor tile. But without a rock to rest on it, you're hosed ....

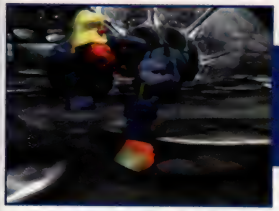
Hosed? That gives Conker an idea. Return to the bar, locate the huge keg of beer, and drown yourself in it (use the Ⓑ Button). Now tanked, stagger around the bar, past the chillin' Ugas, and head for the lone Stone Giant who's lost in the music next to the doorway. When you've positioned yourself, unzip and turn on the waterworks, jetting your digested water all over the rock (point P, aptly enough).

He curls up, allowing you to spray him further and further toward the doorway until he rolls through, down the hole, and lands on the upper balcony. Sober up by lurching toward the ramp leading to the medicine cabinet on the shallow dog-pelt stage, and follow the rock to the balcony.

After you've dropped onto the balcony (you lose a piece of chocolate each time you land, so stock up first), push the rock ball past the two stone dancers. The first dancer is gyrating directly above Berri.

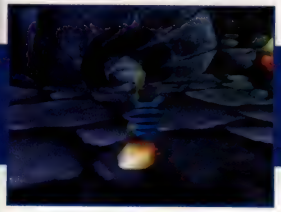
Push the rock past the first dancer after she strides out into the open. Push it past the second as she retreats into her alcove. Mis-time this heaving, and the dancer pushes the stone back onto the dance floor. If this happens, you have to start again.



With the second rock on the second floor tile (point Q), the center doorway closes, and the two on either side open. Helicoptery Tail Thing down to the dance floor (chocolate is at a premium in here, so land lightly), and douse yourself in beer again. Now move to the grooving duo near the right doorway (point R), ideally placing yourself near the Stone Giant and opposite the doorway. Rain yellow water on the strutting rock man.

Your wastewater is a little more difficult to aim this time, and the boulder may head left or right. Realign instantly. Keep the waterworks going until the boulder rolls into the doorway. The boulder rolls down, and smashes onto the roof of Berri's cage. If the boulder stops, raise your trajectory. If the boulder regains his composure and charges, zip up and stagger quickly away before the wallop.

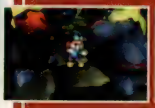
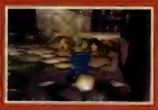
The final rock you'll have to wet is to the left of the dance floor (point S). This loner sometimes dances with the two ladies, and also has three other positions to strut nearby. Move around, and wait for the giant to boogie close to the doorway. If he's near the dog-pelt stage, your legendary bladder cannot maintain the flow long enough to push him through the doorway.



Once through, this giant hits Berri's cage ceiling, destroying it and revealing her dancing partner—a wad of money. While she flees, retrieve the cash, and exit the way you entered.

Nutty Bits #11

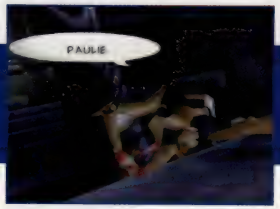
I Just Want to Rave All Night

Where else can you combine splashing your boots and up-for-it body-popping? In the Rock Solid. Conker can groove with the Uga brothers before muscling in on the double team of rock ladies, executing phat moves such as "the worm" and "the wave your hands foolishly."

Don't dance too near the male giants, though—you'll hit their fists with your head. Finally, liven up the party by spraying the ravers with your own special juice. You get a verbal reaction from the Ugas and the rock goddesses.

Part 6: Bomb Run

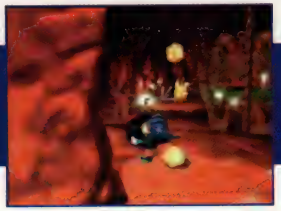
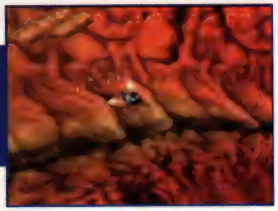


Uga Buga

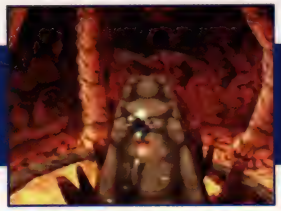
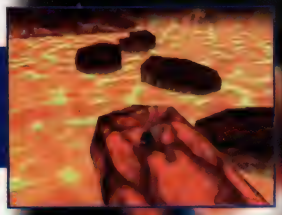
Chapter 6

After a chinwag with the bouncer, you gain an audience with the Boss, a sharp-suited weasel with a bulbous stogie, and a group of lackeys—Chiccho, Frankie (no relation to the pitchfork), and Paulie—who are showing inadequate levels of respect. While Berri powders her nose, the Boss turns on Paulie and introduces his squishy brain bits to mister baseball bat. Not one to mince words, the weasel boss demands a job from Conker, and you're forced to agree.

The plan? Uga genocide. The shortcoming? You're the executioner, carrying a huge bomb set to detonate in 1 minute and 35 seconds. Start moving!

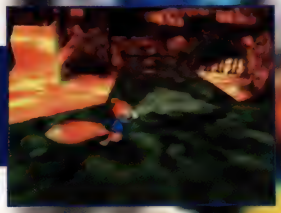
This run of terror can be reduced to a jog of slight nervousness if you follow the route shown on the map. Immediately head straight from the club exit, and wait for the camera to catch up. Move up through the tunnel, weave past the six Uga braves, then make a sharp left or right into the Dragon God chamber. Two-thirds of the way down the ramp, drop off the side. If you're too high up the ramp when you Jump, there'll be squirrel innards all over the arena. Head up the dragon tongue. Once inside the throat, dodge the first swinging polyp, and head left at the junction.

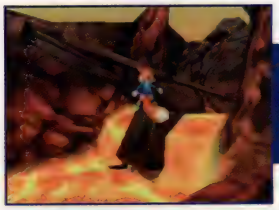
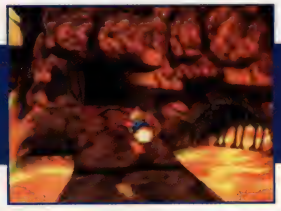
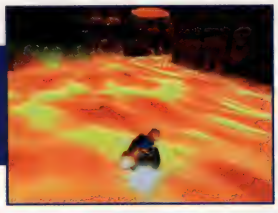
Just after the left turn, the passage narrows and a second polyp swings. It's initially difficult to spot, so wait until it swings or you may run into it, causing a premature explosion. Follow the passage past the second polyp, then left, timing a run past the final growth. As you emerge, head straight ahead (watch that dead caveman—steer left as you push to the right of him), and run to the edge of the ledge.

Drop the bomb into the abyss where the giant egg once lay, and the entire area fills with lava. Jump across the platforms, Jumping again as soon as you land on them to avoid sinking. All the platforms submerge into the lava, so keep moving. Enter the cave on the other side of the stepping stones.

Part 7: Mugged



Conker is whacked while facing a lake of churning lava, and when he comes to, he's chatting to the four Uga brothers. The Rock Solid a blurred memory, they laugh at the squirrel, letting him know what they think of his twitchy nose and bushy tail by mooning him. Unfortunately for Uga brother Simon, his jet board balancing skills are as horrible as his pockmarked backside, and he falls into the lava. Now the chase is on—retrieve your money by liberally applying Frying Pan pain to the three remaining brothers while racing around a large lava track.

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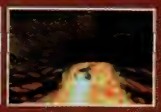
Climb onto Simon's board by heading up the red beam to the lava jetty. Now take your board out for a surf, remembering the control descriptions at the start of this section. For the race itself, learn the track in multiplayer, or by losing a couple dozen lives and returning with each turn memorized.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

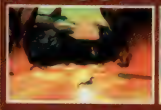
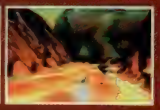
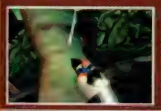


Judicious use of Ⓐ and hugging the corners can shave precious seconds off your lap. The best places to Jump are just before the dinosaur as you pass the two lava columns (point T), just after the dinosaur before the ramp to the cash (point U), and just to the right of the stone ramp leading to the cash (point V).

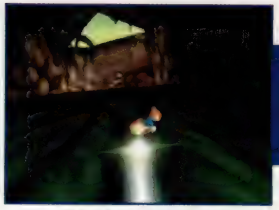
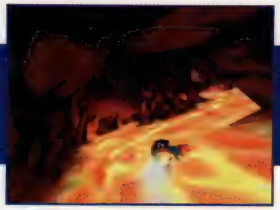
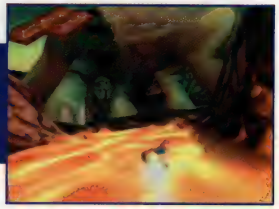
Fur Bad

Not Jumping when you're about to hit grass rather than lava slows you down. Even more depressingly, if you miss the big Jump before the narrow passage leading to the two lava columns, you'll run into a wall of lava. This puts you out of action. To lose chocolate, ram or scrape against the walls of the course. This causes a loss of control and health, and can lead to a nasty death.

Fur Ugly

No words describe stealing back all your winnings from the three brothers only to ram into a large dinosaur foot on the very last lap before victory. The two dinosaurs trekking back and forth in this course provide all the spills and none of the thrills. Be aware that the head, tail, and usually the feet of the dinosaur can cause your board and rider to explode into meaty chunks. If you see a big green trunk-like leg approaching, pull back on the Control Stick and slow down, or swerve under or between the legs. You'll soon catch your Uga brother, so judge whether you can speed past the dinosaur, or should slow down and wait for an opening.

Start by Jumping as you pass under the grating with the cash (you pick up speed), Jump over the grass where the dinosaur roams, and again to cover the Jump over the lava. Stay calm as the tunnel narrows, then swing a tight right to the right of the two lava columns. Jump the gap where the second dinosaur is, and close the gap on the first Uga brother by keeping the Control Stick pressed forward.

The Cock and Plucker Quiz Question 6

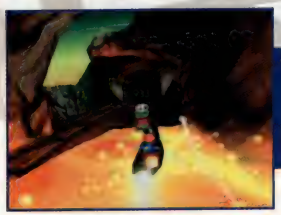
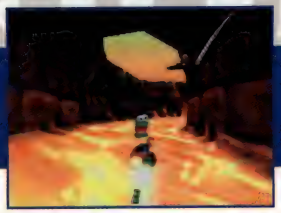
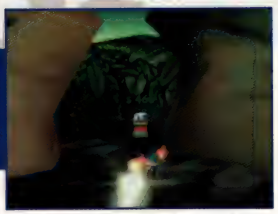
The weasel criminal element has a shifty boss and a number of hired goons. Which wise guy ain't so wise—who *isn't* part of the weasel gang?

A. Frankie
B. Vinnie
C. Paulie
D. Chiccho

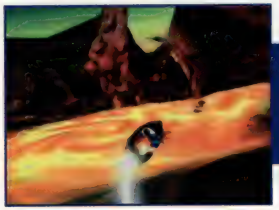
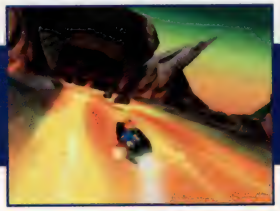
See page 127 for quiz answers.

Uga Buga

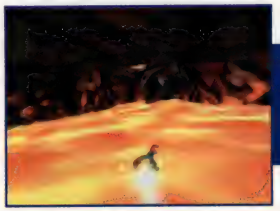
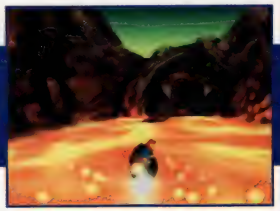
Chapter 6

The area just after the second dinosaur, with the ramp to the stack of cash, is the area where you'll catch the first two Uga brothers. Whack them with the pan, and ready yourself for that dinosaur as you round the corner. For a spectacular and satisfying jet board wipeout, thwack that pan into the head of the Uga brother you're chasing just before the ramp to the cash—the board spins into the lava with the hapless Uga in tow.

When both Uga brothers are gulping down lava, it's time to chase their leader. As you round the corner after the second dinosaur, the grating to the right opens, meaning a tight right turn and a new part of the course. If you don't make this new course correction, you plough into the grating where the old course used to be. After a narrow tunnel, the course rejoins the original track, and you'll catch the final Uga brother in the bridge and tunnel with the no-melt chocolate on it, or in the area leading to the second dino.

After the third and final Uga brother shreds his way into the fire, the track reverts to the original layout. Bear this in mind when you cross the final grassy area—avoiding the lumbering dinosaur—and take the route to the ramp. Once on the brick ramp, press Ⓐ just before you launch to the open grating, otherwise you'll hit the roof of the archway beneath the opening, and either explode in shards of fiery squirrel parts, or scrape the wall and have to repeat the lap.

Succeed, and you automatically stash the cash. After losing control, Conker spirals into an immense arena. This is the home of the ruler of this kingdom—Buga the Knut and his ladyfriend.

Part 8: Raptor Food

The audience seems awfully appreciative. Perhaps because you're not the main attraction—you're the main course. Buga the Knut, waving his colossal bone and telling Jugga that he's got another tucked away that's just as big, is excited about the combat to come. Fortunately, there's little time for Buga to continue his self-promotion—there's an exit door to run over to (point W) ....

Unfortunately, this isn't an exit door—it's a large gangplank that releases a massive snarling raptor called Fangy who has sharp teeth and a tiny brain. The six Uga folk scatter after one of their own suffers a messy torso separation, and the green-skinned beast takes a shine to your furry hide. As Fangy closes in, run toward the center of the arena and Helicoptery Tail Thing to avoid a chomping. Then turn to face the lizard before you activate the Context Sensitive Button.

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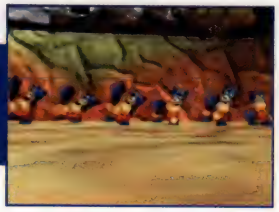
A pocket watch to combat a raptor charge? Has this rodent lost the plot? Hold on—by gently swinging the watch from side to side, Conker mesmerizes the pea-brained beast. When the cutscene finishes, hop on Fangy before it snaps back to reality, and take the reins. Squirrel plus gigantic gnashing mouth on legs equals crowd entertainment.

Don't disappoint—press Z or B once you're moving at speed, and the raptor charges, headbutting the enemy. At a slower pace or when stationary, the same attack results in the dino scooping a victim into its maw. The dino will then proudly carry the enemy until told to attack again, whereabout the raptor then chows down on Uga meat.



The remaining Ugas, screaming and wildly running about the arena, are the perfect test of your control of the beast. Charge and ram them continuously toward the arena edge (which you and your ride can't fall into unless you separate) until your Uga victim flies into the lava. Or, if you'd rather munch on Uga, ease up to a trot and take a bite.

When all the Uga cavemen have been disposed of, Buga the Knut, impressed with your giant lizard wrangling, summons his crack command infantry and Bruce, who's there for light relief. They trot from an unreachable ledge (point X) and leap into the arena.

After the ceremonial mooning has ended, you have six more Ugas to contend with and they're armed with clubs. Accelerate away from the Uga infantry before they swarm you—if you're hit twice by infantry implements, squirrel detaches from raptor, the infantry retreats to its ledge, and you're forced to deal with a de-hypnotized dino. Time to run to the central Context Sensitive Button, and press B.

Conker waves the watch. If you're facing the raptor, it lolls its head from side to side—stop by pressing B again only after you hear the signal that the raptor is docile. Press B too early and the raptor snaps at you viciously.

Back in the saddle, scatter a group of infantry by headbutting them at full speed, and continue picking off lone Uga warriors or those close to the arena edge. Knocking them into the lava is quick, and preferable to the feeding frenzy. After six infantry are dispatched, Buga summons six spearmen, who aren't as threatening as their close-assault chums.

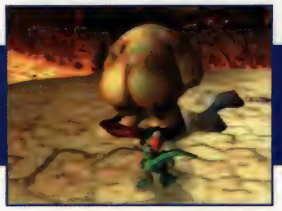
As long as you keep moving and charging, the wave of six ranged opponents can be demolished in minutes, as can the following wave of three spearmen and three club-wielding infantrymen. If you remain stationary, expect a spear embedded in your hide. When the red mist of this frantic combat subsides, Buga decides you've eaten enough of his subjects.

Chapter 6

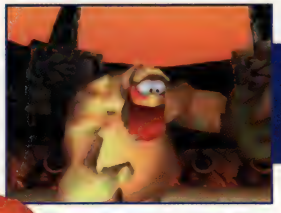
Part 9: Buga the Knut

Now the mighty Buga the Knut exposes his massive rump in the ring. After working the crowd, Buga lumbers forward and starts his attacking routine, usually with a huge vertical leap. On landing, the floor writhes with a circular shockwave that must be Jumped over. Collect perimeter chocolate if needed, and don't worry about Fangy—he follows you no matter what Buga does with his bone.

Automatically remount when Buga plays to the audience after successfully bone-pounding your mount, or after running around the back of Buga and confusing him—but Jump any bone swinging you see. When you're ready to attack, Jump Buga's shockwave ripple, and wait until Buga raises his club—he's either preparing for a vertical bone stab straight down, or a horizontal swing (note that this can send you tumbling into the lava). Just before he brings his club down, your raptor must leap in and bite Buga's loincloth area.



If you attack Buga's bits too early, he blocks the move with a gigantic arm, and retaliates with a crushing leap. As Buga preps for his three different attacks, he remains motionless for a second—and that's the time to aim for between the legs. After a concrete-shattering howl, Buga's loincloth falls, exposing his rear for five seconds. Now circle counterclockwise, point your raptor's head toward Buga's backside, and hit Ⓑ. The raptor lunges at Buga's rear, sinking its teeth deep into Buga flesh, and comes away with a sizable chunk.



Hoisting his pants back up, Buga searches for his buttock assailant, allowing you to trot around at mid-range, Jump Buga's shockwave, and repeat the delightful dino dining process. The second raptor bite takes a piece from Buga's midsection. Repeat the attack a third and final time. This time, Buga's loincloth elastic fails him and he reveals his family jewels. They are slightly smaller than expected, and Jugga and Conker's derisive chortling sends him over the edge. He flees straight through the arena wall.

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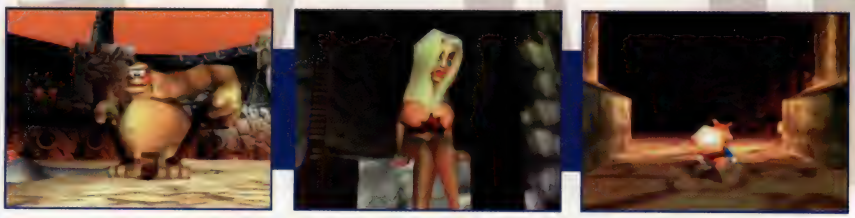
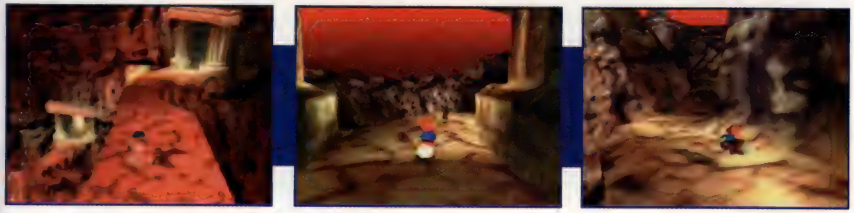


Conker now can find the ledge leading out of the arena. First he rids himself of his new scaly chum, appearing at the feet of the gargantuan Jugga. Alas, rodent and cave girl relations cannot be consummated, and Jugga leaves broken-hearted. Time to exit (point Y) using that high ledge you couldn't reach back at the start of the Chapter (point Z). If for some reason you need to trek back to the temple and red raptors, either Jump from the ledge or use the now-functioning elevator.



Back at the Uga Buga Chapter entrance on a high rocky road, you must return to Windy to continue your adventure. As previously explained in the Sloprano Chapter, you can leave by diving off the ledge into the storm drain entrance, then heading back into the Poo Mountain, and dropping into the central hole. You appear back at the Poo Cabin. But do this only after stealing the wandering cash stash that's bouncing around after you exit the temple chamber. Uga Buga is done and dusted—time to continue the chaos in Windy. After exiting Uga Buga (where you get the cash) there is a Tail Thingy to the left on a ledge. You have to Jump up onto a couple of ledges to get to it.

Chapter 7 Spooky

Command and Conker—Debriefing

When Conker awakens from Mr. Barrel's wild ride, night has fallen and the world has taken on a more sinister look. All of this foreshadows the challenges of Spooky, in which you will spend some quality time in conversation with Gregg the Grim Reaper, shoot a lot of Zombies in the head, run up (and later roll down) a winding pathway filled with Skeletal Worms, and meet the dreaded Count Batula. He'll give you the opportunity to try life as a different kind of rodent—a flying one.

After you break his curse, there's a bit of nerve-wracking platform-jumping before you can escape his castle. You must master first-person perspective with your new Shotgun, as this perspective will come in handy in It's War. Strap on the garlic and sharpen up the stakes—it's thrill time.

Spooky

Chapter 7

Map Legend

- Starting Point
- Exit
- Exit 1
- Exit 2 (after level complete)
- Gregg
- Catfish
- Mr. Barrel Respawn (when exiting the level)
- Zombie
- Skeletal Worm

Plan of Action

1. Swim through Windy river cavern to reach Spooky.
2. Activate lever in underground cavern to open cemetery gates.
3. Receive Shotgun from Gregg the Grim Reaper.
4. Head up to cemetery and shoot 12 Zombies to unlock door to castle path.
5. Run up castle path dodging Skeletal Worms.
6. Meet Count Batula, who will transform you into a bat.
7. Capture Villagers for Batula's dinner.
8. Feed Batula until he falls into the grinder and you return to squirrelhood.
9. Eliminate bats from castle with Crossbow.
10. Find three castle Keys and insert them into front door to escape.
11. Roll Mr. Barrel down the winding path, through the cemetery, and across Gregg's pond until you reach the exit to Hungover.
12. Collect stack of cash that's been taunting you since the start of the game.
13. Total cash available: $100.

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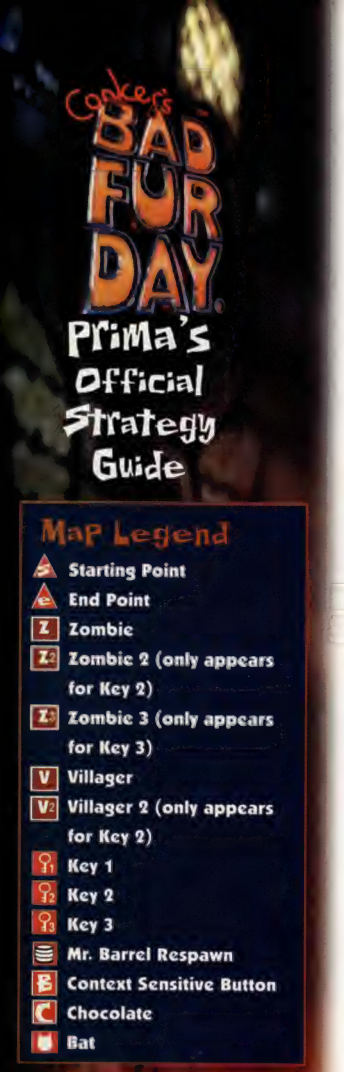
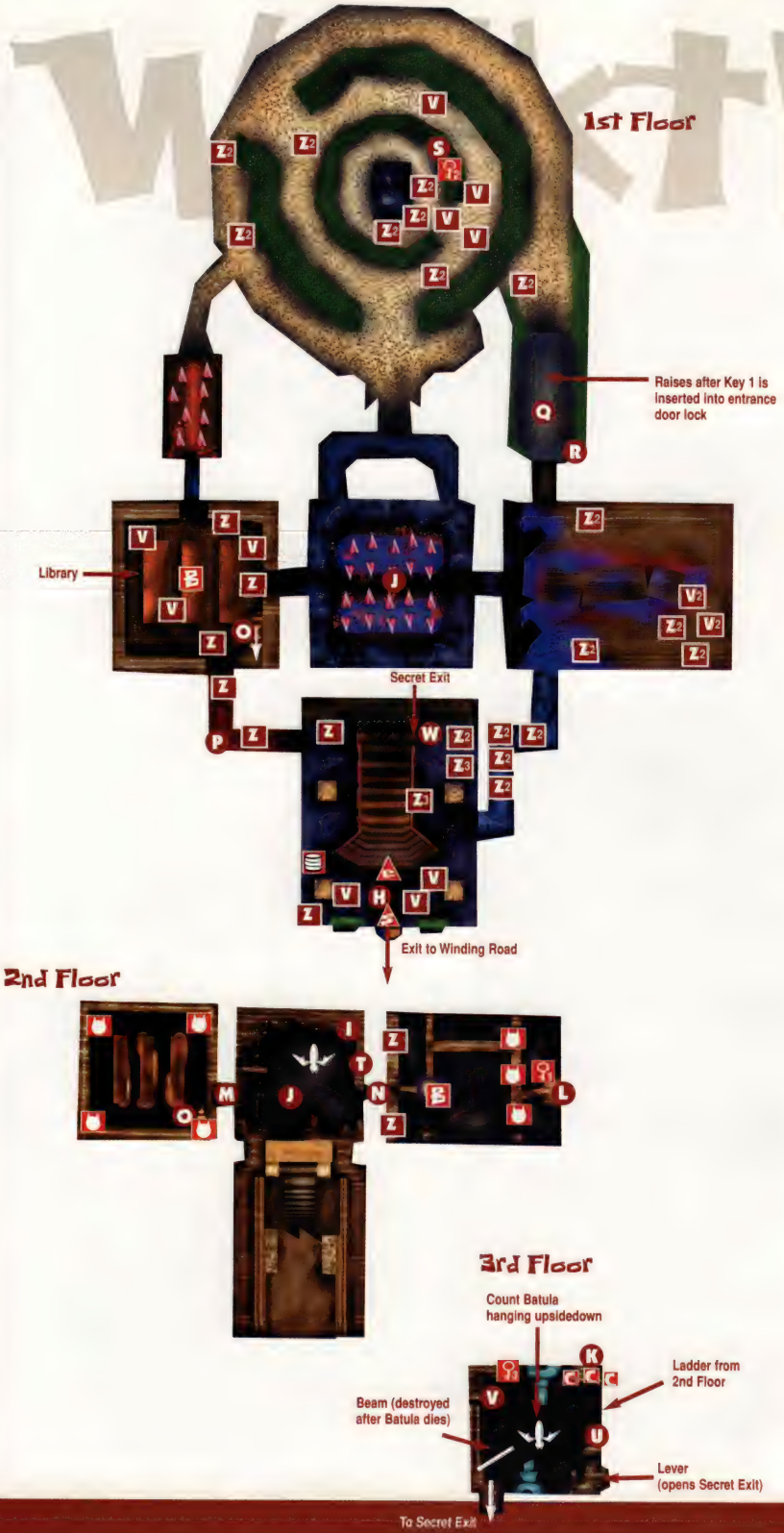
Map Legend

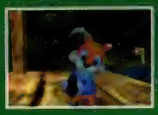
- Starting Point
- End Point
- Z — Zombie
- Z2 — Zombie 2 (only appears for Key 2)
- Z3 — Zombie 3 (only appears for Key 3)
- V — Villager
- V2 — Villager 2 (only appears for Key 2)
- Key 1
- Key 2
- Key 3
- Mr. Barrel Respawn
- B — Context Sensitive Button
- C — Chocolate
- Bat





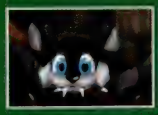
Chapter 7

Conker's New Moves



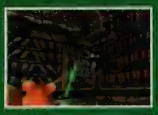
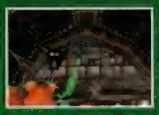
Conker's Boomstick

According to Gregg, the only thing that kills the undead is a shot to the head, which is where the Shotgun comes in. Use it in first-person mode (hold down R). Aim using the Control Stick, press Z to fire, move forward and backward with C▲ and C▼, and strafe right and left with C◀ and C▶. Additionally, holding down Z gives you a laser sight, perfect for lining up your shots. The Shotgun also has a reloading time after each shot, so make each one count.



Going Batty with Batula

Batula temporarily transforms Conker into a Vampire Bat and orders him to snatch Villagers from the invading mob and drop them into the Count's grinder. Control Bat-Conker with the Control Stick: Fly forward with B, backward with A, and drop a ball of guano with Z. A radar ripple alerts Conker to a Villager's presence. Stun Villagers with guano, then swoop down next to them to pick them up. Bat-Conker automatically drops them as he flies over the grinder. He also sinks when carrying Villagers, so be sure to keep his altitude up by moving forward and angling the Control Stick down.

Crossbow

Conker has taken out normal Bats with a Flame Thrower or Knives, but Vampire Bats require wooden stakes. Standing on certain Context Sensitive areas and pressing B equips Conker with the Crossbow. Aim with the Control Stick, fire with Z, and, for added accuracy, hold down Z for a laser sight. Press B again to put the Crossbow away.

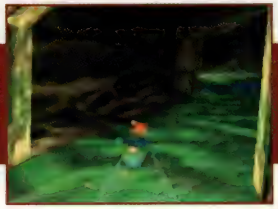
General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

Naughtiness Checklist

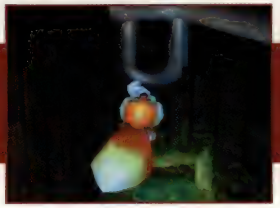
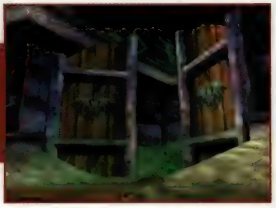
- ✔ Intent to claim inheritance of questionable legitimacy
- ✔ Extreme acts of aggression against undead community
- ✔ Unwilling participation in transforming Villagers into refreshing vampire beverages
- ✔ Facilitating Count Batula's explosive terminal gluttony
- ✔ Contributing to Mr. Barrel's demise for profit

Part 1: Mr Death

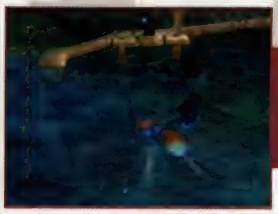


After swimming through the entrance to Spooky (follow the river in Windy past Mrs. Bee's hive), Conker gets a nasty shock—a rockslide closes the cavern behind him. Wade to the end of the cavern (point A), which ends with a lake inhabited by three Catfish and a very frustrated Gregg the Grim Reaper.

Hop up on the dock and try to talk to Gregg (point B), who doesn't pay attention. He is focused on harvesting the souls of the Catfish; they seem to have as many lives as their mammal counterparts.

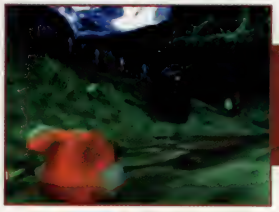



After Gregg's monologue, head back into the water and swim through the other entrance to the underground cavern (point C), just beyond Gregg's dock. Upon entering the cavern, you find yourself on a ledge in front of a lever (point D). Jump to pull the lever, which opens the cemetery gates and drops you into the water near the closed-off entrance to the Chapter. Swim back to the pond and go to Gregg's dock, this time for an actual conversation.



Gregg tells Conker that the path ahead is filled with the undead, whom he holds in the same low regard as cats and Catfish. He also implies that some of them are Conker's distant ancestors and that there's an inheritance to be claimed.

He gives Conker a Shotgun, which replaces the Frying Pan attack. Pressing Ⓑ pulls out the Shotgun, holding R switches into first-person mode (a must for using the weapon effectively), Ⓒ buttons move and strafe in first-person mode, and Z fires. When Gregg finishes speaking, run up the path and through the cemetery gates (point E).



As you walk along the cemetery path, Zombies start popping up from their graves. It's time to send these ghouls to their final rest. The Zombies chase you and try to make you into a midnight snack, so be quick with the Shotgun.

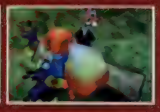
You must destroy 12 Zombies to complete the cemetery portion of this Chapter. If the Zombies swarm you and start snacking, pressing Ⓐ repeatedly will execute a Helicoptery Tail Thing, unless you have the Shotgun out.

Tip

Line your shots up carefully, because it takes a second to pump the Shotgun after every shot. Remember that only a direct shot to the head will destroy a Zombie. Hold down Z to line the laser sight up with a Zombie's head and release it to fire.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

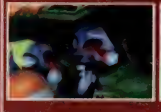


Zombies are ruthless, persistent, and relentless, but they can't jump. In fact, all they can do is run (or crawl) toward you and try to munch your brains. Jump up on a gravestone and aim down; you'll be safely out of the Zombies' reach as you casually pick them off. After you've cleared the first wave, put the Shotgun away, run around the cemetery to draw more out, and repeat until you've bagged 12.

Fur Bad

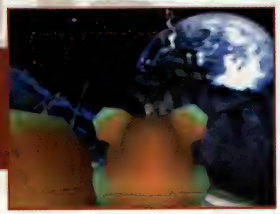
Those with a distaste for cowardly sniping won't fare well in this stage. Even in first-person view with a laser sight, you'll find that too many Zombies approach you to take them out safely with the slow-reloading Shotgun. If you decide to eschew gravestone sniping, however, make good use of the C◄ and C► Buttons to strafe.

Fur Ugly



Conker's third-person perspective is great for many tasks in this game, such as Jumping from platform to platform, swatting cheese, and rolling balls of poo. But it's bad for shooting Zombies. Your chances of lining up a headshot in third-person perspective are slim. If you want to see what it looks like when a squirrel is mobbed by Zombies and devoured, by all means use third-person perspective.

Chapter 7



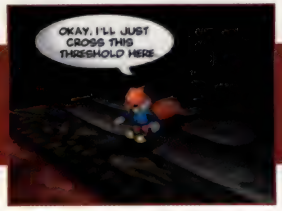
When you've disposed of 12 Zombies, Gregg reappears at the cemetery exit. Approach him (plugging any remaining Zombies along the way). He stops just short of thanking you for your aid in harvesting another 12 souls. He also opens the exit, which Conker automatically walks through while Gregg warns Conker that he needs a will.

On the other side of the cemetery exit is a long, narrow winding path surrounded by a gaping chasm. At the end of the path is an ancient mansion, ominously silhouetted by a full moon.

The path you are taking (point F), is infested with Skeletal Worms, suspiciously similar to the Carnivorous Worms on the path leading up to the windmill in Windy. If they hit you, you take a point of damage and risk being tossed off the side of the path.

Slowly move up the path to lure the Worms into popping up while you're out of reach, then Helicoptery Tail Thing over them. Worm #6 is immediately followed by Worm #7 (point G), so take an extra-long Jump to clear both.

Part 2: Count Batula



At the top of the path lies Count Batula's mansion. As you enter (point H), a lengthy cutscene tribute to several celluloid incarnations of the Dracula myth begins. Count Batula himself welcomes you in the entrance hall, wearing a red robe and butt-style hairdo. Batula offers Conker a meal and he accepts, confessing to being a little sick of chocolate. Conker also gets a short tour of the mansion, which is badly in need of repair. Batula discusses home improvement, and the two retire to the dining room.

At dinner, Batula tells Conker that he "never drinks ... vine." Conker notices a portrait on the wall and remarks on the subject's striking resemblance to the Count. Batula tells Conker of his ancestors and an alliance between squirrels and panthers—is this a clue to the true identity of the Panther-type King? After an eerie howl, a torch-bearing mob of Villagers crashes the party.

Batula tells Conker that it's his lucky night: He was going to kill him and drink his blood, but now he needs Conker's help. He lunges towards Conker, and Conker blacks out.

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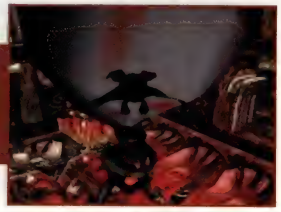
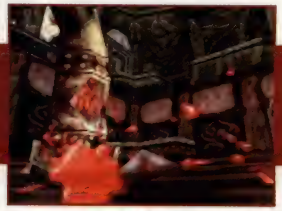
When Conker awakens (point I), he sees Batula (in bat form), who has just finished drinking Conker's blood. Batula informs Conker that the blood tastes familiar—he believes Conker is his great, great, great, great, great-grandson and welcomes him to the family. He then orders Conker to grab the Villagers running around the house and drop them into an enormous grinder, which grinds them into liquid form for Batula's consumption. Conker realizes then that he's been transformed into a bat, and you finally regain control of him.



As a bat, Conker has nearly unlimited movement and a new control scheme. Press Ⓑ to Fly forward, Ⓐ to move backward, use the Control Stick to steer, and Z to drop a ball of guano. After you've stunned a Villager, swoop down to pick him or her up and Fly over to make a deposit in the grinder (point J) automatically.

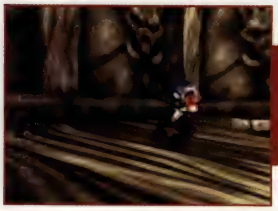
Beware—the Villagers fire wooden stakes at you, especially when you swoop down to pick up one of their stunned neighbors. Grab lone Villagers rather than members of groups, so you won't be as vulnerable to the others' attacks. If you need chocolate, there are three pieces on a high platform in the grinder room (point K).



After you drop three Villagers into the grinder, you notice that the rope Batula's hanging from is fraying, and he's getting fatter as he drinks. He's also suspended directly above the grinder. See where this is going?

The rope continues to fray after you drop the fifth Villager, and the seventh one inflates Batula's belly so much that the rope snaps and he falls into the grinder. With Batula dead, Conker transforms back into a squirrel and lands safely on a platform overlooking the grinder.

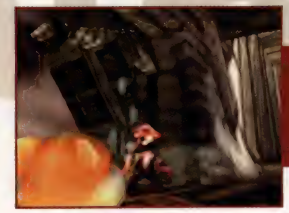
Part 3: Zombies

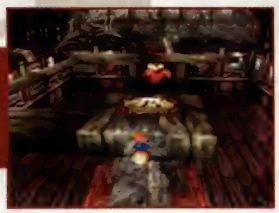


After Batula dies, Zombies overrun the mansion. Worse yet, the front door (point H) is sealed shut with three locks. You must make your way past hordes of Zombies and Vampire Bats to find the Keys. Time to lock and load, little squirrel.

Spooky

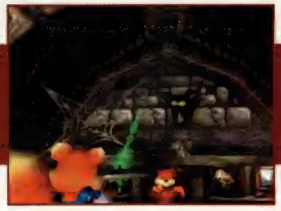
Chapter 7



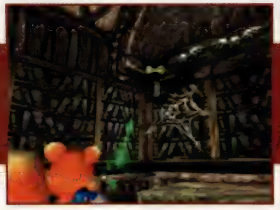


The first Key is above the dining room (point L). To get there, move through the doorway near the platform overlooking the grinder. Clear the dining room and library of Vampire Bats. If you don't, they attack you while you're carrying the Key away.

Enter the dining room in first-person mode with your Shotgun drawn; eliminate two Zombies near the entrance. Then put the Shotgun away and walk across the beam to the Context Sensitive Button on the next platform.



Pressing Ⓑ on this Context Sensitive Button gives you the Crossbow, which fires wooden stakes. Use the Control Stick to aim it, Z to fire, and hold down Z for a laser sight similar to the Shotgun sight (releasing Z will fire). Three Vampire Bats are in the dining room, along the wall with the giant portrait of Batula's ancestor. They attack one at a time. Take them down, then return to the grinder room.



From the grinder room, run along the path 180 degrees counterclockwise until you reach the door to the library (point M). A Context Sensitive Button is on top of the bookcase in the center of the room, and four Vampire Bats hang upside down, one in each corner. Run down the ramp counterclockwise and carefully Helicoptery Tail Thing to the top of the bookcase. Don't fall, as there are Zombies on the floor.

When you press Ⓑ to use the Crossbow, the Bats attack you, one by one, starting with the one at the top of the ramp and proceeding counterclockwise. After you eliminate the fourth Bat, return to the dining room entrance (point N).

Enter the dining room and walk carefully along the beams, past the Context Sensitive Button, and to the end of the room where you find the first Key (point L). Walk over to it to automatically pick it up, then return to the room's entrance. If you fall, you take a point of damage and lose the Key. Return to the library entrance and walk along the ledge that runs counterclockwise around the room until you reach the ramp at the end (Point O).

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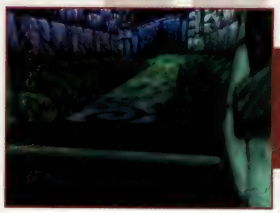
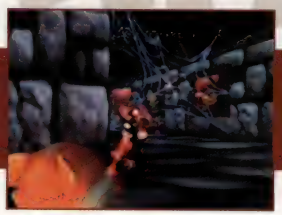
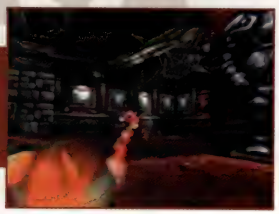
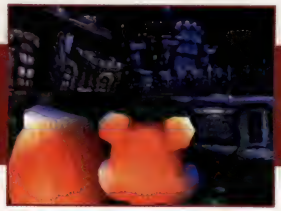
Three Zombies wait for you on the floor. You can't Jump or pull out your Shotgun when you carry a Key, so it's time to run. Keep moving, circling as wide as you can around the Zombies. Run through the door under the ramp on the right side—a Zombie jumps out at you from the left. Run wide around the next corner (point P) to avoid the Zombie waiting for you there. At the end of the hallway is the entrance hall, where a Zombie waits for you on the left side of the door. Run past him, then run toward the door. When you get close, Conker automatically inserts the first Key in the lock.

The first Key raises a bridge to the garden, and the hallway to the garden is 90 degrees counterclockwise from the main entrance (point Q). Pull out your Shotgun and creep around the corner. Destroy the three Zombies lurking on the other side. Approach the next corner carefully as well, because there's another Zombie waiting. Turn another corner and the hallway comes to an end at the dining room. One more Zombie waits to the right of the entrance. Draw him out by moving forward, then move back and shoot him before entering the dining room.

Three Zombies feast on a Villager in the dining room; fire at them from a distance to lures them toward you, one at a time. If you run forward, they all charge and attack simultaneously. Shoot all three, then run across the room to the garden entrance, where you find another Zombie munching on a Villager. Take him out. If you're quick enough, you can follow the Villager as he runs to freedom ... directly into the chasm beyond the garden entrance (point Q). Oh well, can't save everyone.



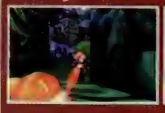
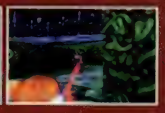
Cross the bridge. There is a Zombie standing near the hedge maze, waiting to get plugged. Oblige him, then run forward and Z Jump atop the hedge maze. This gives you a bird's-eye view of the setup. Run around on top of the hedges to see that the Key is in the middle of the maze (point S). Two Zombies are in the outer circle of the maze, two in the middle circle, and three in the inner circle where the Key is. Get rid of them all.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

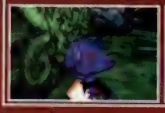
Remember your lesson from the cemetery and take the high ground. Zombies can't get you atop those wonderful hedges, so use them to your advantage. Running on top of the hedges allows you to take out all seven Zombies without suffering a scratch, leaving a clear path for Key running.

Fur Bad

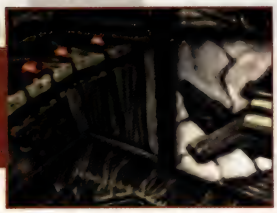



Ignore the hedge advantage at your own peril. You can run through the paths in first-person view, but the Zombies will attack from behind or draw near you while you're strafing to avoid one. It can be done, but you'll be missing a few chunks at the end.

Fur Ugly



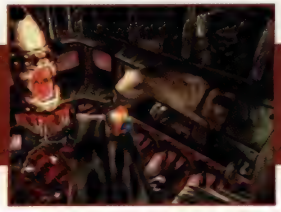
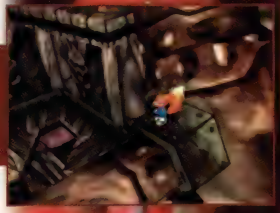
Don't leave the Zombies to chase you after you grab the Key (especially the three waiting right next to the Key). As with "Fur Bad" above, you can accomplish the task without following our advice, but you save yourself a lot of pain and suffering by picking off the Zombies before picking up the Key.



With Key in hand, run through the maze and leave the way you came, crossing the bridge (point Q) and returning to the dining room. Two Zombies have reappeared there; run around them. Run through the hallway (which only has two Zombies in it now, if you took the others out on the way in) and you wind up in the entrance hall again. Approach the door to insert the second Key automatically. You see a scene of a ladder extending up to another floor somewhere in the grinder room (point T). It seems to lead to a platform that has three chocolates on it—good news if you've taken a beating from your undead pals.

Run up the stairs and in through the left entrance to the grinder room. Run clockwise around the room until you come to the ladder, just past the entrance to the dining room. Climb the ladder, Jump onto the platform holding the chocolates (munching a couple if you need 'em). Then Helicoptery Tail Thing off the side of the platform nearest the ladder to a slightly lower platform (point U). Walk along the wall to the edge of that platform, then perform a Z Jump and Helicoptery Tail Thing to get to the platform just above it.

There, you find an enormous bone-shaped lever. Jump up on it to pull it down. The lever opens two doors that you need to go through with the third Key.

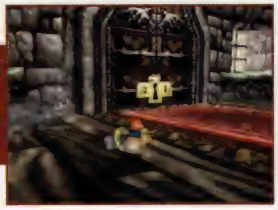



Return to the platform with the chocolates. Walk toward the enormous Y-shaped faucet at the end of the platform. Carefully step down to the small plank that extends beneath it, then Jump onto the green nut of the faucet.

If you miss it, let yourself fall—you'll land on the platform below and take a point of damage, which you can recover when you climb back up to the platform holding the chocolates. If you try to overcorrect, you may fall into the grinder and die.

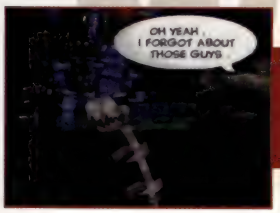
Tip

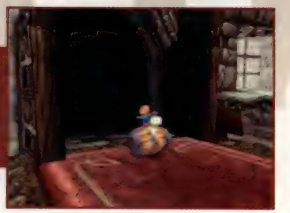
You can't Jump from the low middle platform to the chocolates platform—Jump onto the ladder instead, climb up and hop off.



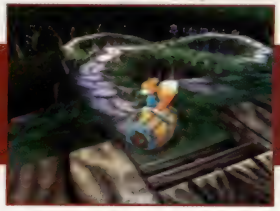
Just past the faucet is a platform holding the third Key (point V). Helicoptery Tail Thing onto it and grab the Key. Walk along the platform as it rounds the corner and drop onto the narrow plank that connects it to the next platform. Walk carefully across the plank, onto the platform following it, and through the doorway. You'll appear under the stairs in the entrance hall (point W), with two Zombies out for your brains. Immediately turn right and run. Head toward the main door. Approach it, insert the third Key, and then you can take out any remaining Zombies.

Part 4: Mr Barrel





As the door opens, Conker remembers the Skeletal Worms on the path. He notices his old friend Mr. Barrel sitting next to the entrance. Mr. Barrel did a pretty good job with the Carnivorous Worms near the Windmill, and it is likely that he could repeat the performance. Hop on Mr. Barrel and roll out the exit (point H).

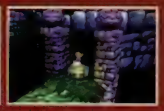


Carefully roll down the stairs and onto the beginning of the gray winding path. Once you're on the path, use the ◎◀ and ◎▶ buttons to get a better camera view. Steer Mr. Barrel from the top of the hill through the doorway at the end of it (point F), crushing Skeletal Worms as you go.

The path is narrow, but surprisingly forgiving—you can roll on the sides of the path at a 45-degree angle and not fall off. Apart from that, it's all skill and quick reflexes. Don't overcompensate on the steering, but react to changes in the direction of the path quickly with small tweaks of the Control Stick. Mr. Barrel picks up speed as he nears the bottom; make sure your reflexes do as well.

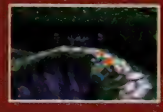
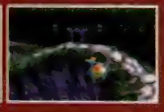
Fur Good, Fur Bad, and Fur Ugly

Fur Good



From the start, get Mr. Barrel rolling and anticipate turns as they come up. Turn slightly before a curve, because this lines you up for the next straightaway. Don't try to slow Mr. Barrel—he's gravity-powered and gains momentum naturally. All you can do is ride it out and stay sharp.

Fur Bad

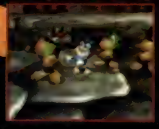



If you get Mr. Barrel rolling by tapping the Control Stick, you'll get yourself off track from the beginning, which results in an increasingly difficult series of course corrections. Don't go out of your way to crush Skeletal Worms. Just get down the hill in one piece.

Fur Ugly

You must get Mr. Barrel to the bottom of the hill, because you need him in the pond to get to the exit (see the following section). If you walk down, you end up back where you started—in the pond with no way to reach the exit. And then you'll have to go back through the cemetery and up the hill to get back to the castle.

The Cock and Plucker Quiz Question 7



The exclusive night spot known as Rock Solid has the all the requisites for a raucously good time—free beer, gyrating dancers, and epilepsy-inducing lighting effects. Even Conker manages to get into the groove if you leave him to dance. But which dance move does he get wild with?

A. The Robot
B. The Worm
C. The Funky Chicken
D. The Electric Slide

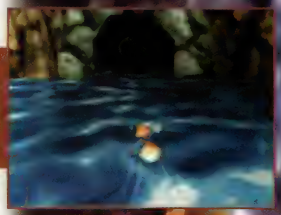
See page 127 for quiz answers.

Spooky

Chapter 7

After rolling through the doorway, Conker and Mr. Barrel appear in the cemetery. Roll along the path and exit to Gregg's pond through the cemetery gate (point E). Head off the dock after rolling through the door. Mr. Barrel floats; Conker can drive him in the water as well as on land. Bob past the Catfish and keep going up the small waterfall until you reach the circle of green land next to another cave entrance (point X). Mr. Barrel explodes into a million pieces, sending Conker flying ashore.

Walk through the cave entrance, to get inside the grated cavern from Hungover, next to the stack of cash that's been tormenting you since the game began. The grate rises, and the cash is Conker's for the taking. Pocket the money, then Jump out through the formerly grated side to the bottom of the Hungover waterfall. Spooky is complete; get back to Windy. Excellent work.



Nutty Bits #12

What's in a Name?

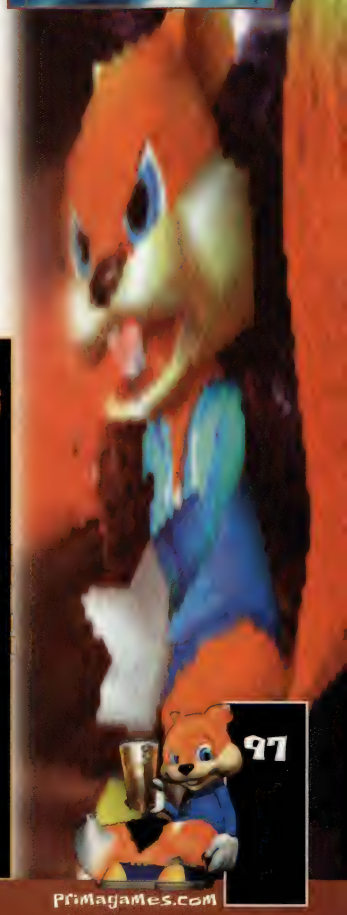
Some behavioral scientists claim that people with initials that spell out positive words—(like W.O.W. or Y.E.S.)—live longer and happier lives than those whose initials spell out negative words (like D.I.E.). If that's the case, it's easy to see why Spooky's cemetery is full—names like R. Sole and P. Stain can't be good for the ego.

The Cock and Plucker Quiz Question 8

Remember when you trekked through that spooky graveyard with nothing but the latest in boomstick killin' ordnance to save your furry hide? We want to know if you were paying attention to the folks buried there. Which name *doesn't* appear on a tombstone?

A. I. C. Balls
B. P. Stain
C. Hugh Janus
D. I. P. Freely

See page 127 for quiz answers.



Chapter 8 It's War

Command and Conker—Debriefing

Conker used the war as an excuse to stay out late drinking the night before *Bad Fur Day* with a few soldier buddies. Now he's been drafted into the conflict between the squirrels and the Tediz. Your missions are to remove a blockade with TNT, establish a beachhead on the Tediz' island base, fight your way through long corridors, and rescue a little girl from almost certain doom ... yours.

You also have to call upon the first-person shooting skills you acquired in Spooky. When you've got this many enemies shooting back at you, accuracy is key. Good luck, soldier.

Plan of Action

1. Watch inspiring newsreel and enter It's War from Windy.
2. Restore power to squirrel base by luring Electric Eel through metal hoops.
3. Push TNT Imps to either side of plane and detonate barrels with Catapult.
4. Avoid dodging Sarge's punch and, consequently, the draft.
5. Dodge Tediz fire and make your way up the beach.
6. Shoot lock on door to Tediz bunker.
7. Fight your way through corridors to Mad Doctor Tediz and dispose of them.
8. Rescue fellow soldier from electric chair.
9. Seize Turret Gun via Rocket Launcher.
10. Use Turret Gun against Tediz.
11. Rescue Private Rodent from Tediz firing squad.
12. Advance further into Tediz base using Rodent as shield.
13. Use Rocket Launcher to blow open enormous lock (and Tediz).
14. Use Class 22 Tank to take out Tediz guard tower.
15. Find Little Girl and destroy Submarines with Rocket Launcher.
16. Fight Little Girl and The Experiment in Tank.
17. Escape from Tediz base before self-destruct countdown reaches zero.
18. Reflect upon horrors of war.
19. Total cash available: $0.

It's War

Chapter 8

Entry Encounters

Your Commanding Officer, Sarge
1 Energy-Providing Electric Eel
2+ TNT Imps
8 Stationary Spider Mines
4 Jumping Boxes of Ammo
25 Fellow Squirrel Soldiers
110+ Evil Tediz
6 Flamethrower Imps
8 Mad Doctor Tediz
1 Big Mad Doctor Tediz
1 Turret Gun Tediz
Private Rodent
13 Squirrel-Seeking Spider Mines
15+ Submarines Firing Teddifunkin Missiles
Bosses: Little Girl and The Experiment
0 Stacks of Cash (sorry)

Map Legend

- Starting Point
- Exit
- TNT Imp
- Chocolate
- Jumping Ammo Boxes
- Sergeant
- Spider Mine (Stationary)
- Electric Eel
- Squirrel Soldier
- Dead Squirrel
- Tediz
- Laser Wire
- Flame Thrower
- Context Sensitve Lightbulb

Conker's BAD FUR DAY

Prima's Official Strategy Guide

Map Legend

- Starting Point
- End Point
- Tediz
- Squirrel
- Parachuting Tediz
- Spider Mine (moving)
- Surfacing Spot
- Context Sensitve Button
- Number of Subs needed to continue
- Little Girl
- Machine Gun
- Lock
- Chocolate
- Mad Doctor Tediz
- Mad Doctor Tediz Boss
- Laser Wire

It's War

Chapter 8

PrimaGames.com

Conker's Bad Fur Day

Prima's Official Strategy Guide

General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

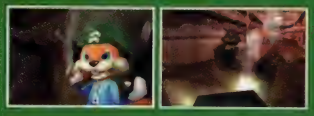
Naughtiness Checklist

- ✔ Callous sacrifice of ignorant incontinent TNT Imps
- ✔ Grim blockbuster attempt at establishing a beachhead.
- ✔ "Accidental" near-electrocution of fellow soldier
- ✔ Dismemberment of Boss using Tank shells
- ✔ The fluff! Oh, Mother, the fluff!

Conker's New Moves

Flaming Catapult

After Conker lures the Electric Eel into restoring power in the first area, a Context Sensitive Button appears. Standing on this button and pressing Ⓑ gives Conker a Flaming Catapult—perfect for detonating TNT Imps and removing airplane blockage. Use the Control Stick to aim and Z to fire.



Machine Guns

Conker gets a pair of Machine Guns from a fallen soldier on the beach outside the Tediz base. Press Ⓑ to equip the guns, and Ⓐ when Conker's holding them to reload. You have infinite ammo, but you automatically pause for a second to change the clips after firing extended bursts. They are used most effectively in first-person mode (hold down R), because you can use your targeting reticle to get the head shots that destroy enemies.

Rocket Launcher

Certain Context Sensitive Buttons arm Conker with a Rocket Launcher. The Rocket Launcher automatically switches you into first-person view with a targeting reticle. Pressing Z fires a powerful rocket that doesn't require as much accuracy as your Machine Guns, but takes longer to reload between shots.

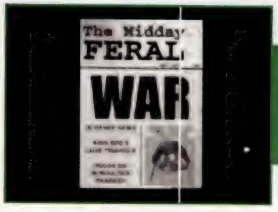
Turret Gun

With his trusty Rocket Launcher, Conker persuades a vicious Tediz to vacate his seat in the Turret Gun. Jump into the Turret Gun to operate it, press Z to fire, and use the Control Stick to aim. You can also zoom in and out with C▲ and C▼. Although you have unlimited ammunition, Conker automatically takes a second or two to reload after an extended burst of firing.

Class 22 Tank

After Conker rescues Rodent, he finds a Class 22 Tank. Enter by Jumping in, move with the Control Stick, rotate the turret with C◄ and C►, and fire explosive shells with Z. In first-person mode (R Button), Contol Stick rotates the turret and C▲ and C▼ zoom in and out. Press Ⓐ to leave the Tank.

Part 1: It's War



Immediately after returning to Windy, you see a black-and-white newsreel produced by the *The Midday Feral*. The country is under attack from the Tediz. Could this be a part of the Panther-type King's evil plans, or is the Professor hatching his own schemes? Sarge gives a call to arms, so head to the It's War entrance in Windy. Take a nice running Helicoptery Tail Thing over the barbed wire.

It's War

Chapter 8

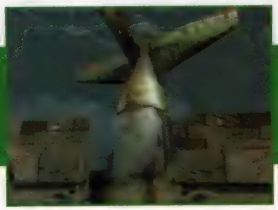
Part 2: Power's Off

As Conker steps through into It's War, you see a plane catch heavy fire and crash into the harbor, blocking the gate. Sarge appears and enlists your aid in removing the plane. Your first order of business is to restore power to the base. There is an Electric Eel in the lake (point A), as well as three conductor donuts. The trick is to get the Eel to swim through the donuts to charge them up. The Eel follows you, so it's just a matter of waiting near a donut and swimming through when the Eel gets close. Don't let it get *too* close, though, or you get a nasty shock. When all three donuts are charged, the exhausted Eel collapses and won't menace you for the rest of the game.

Part 3: TNT

The electricity comes back on, and a previously hidden Context Sensitive Button rises near the lamp at the center of the lake. Jump back on land and move the large metal block so that it blocks the stairs leading down to the water (point B). Be careful not to push it too far over—stop it right below the stairs. Then head up the ramp over the entrance (the one with the TNT sign above it), run to the bathroom door, and press Ⓑ to knock.

The door opens, and an odoriferous TNT Imp steps out, requesting toilet paper. He knows he has something strapped to his back, but he doesn't realize that it's a huge barrel of TNT. Hold your nose and walk behind the Imp to push him down the ramp you just walked up. If you positioned the block correctly, he should hit it and stop. If you didn't, he'll fly down the stairs and explode. Reposition the block and head back to the bathroom to get another Imp.



So you've got an enormous airplane blocking the entrance to the harbor and a bunch of Imps with TNT on their backs. Two paths lead to the plane, and you need to place and detonate an Imp at each one. The clockwise path has several jumping Ammo Boxes to block your way, and the counterclockwise path has hidden Spider Mines to blow you up. It doesn't matter which path you choose first. You have to place an Imp, blow him up, then do the same on the other path. We'll start with the more difficult path, the counterclockwise one.

PrimaGames.com

Eight Spider Mines lie underground. As you near them, they pop up and explode. Conker takes one point of damage, or two points if he's near the TNT barrel and it explodes as well. Unfortunately, you can't simply trip them to get them out of the way; as soon as one explodes, another replaces it. Push the Imp slowly around the path. He automatically takes a seat next to the plane once you get him close enough (point C). If you trigger a Mine and blow up your Imp, chomp a couple of chocolates, head back to the bathroom, get another Imp, and start over.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

The best way to deliver your charge safely is to scout out the path as Conker (without the TNT Imp) and see where the Spider Mines pop up. Though they have legs, they stay perfectly still. Once you know their positions, head back for the TNT Imp and slowly move along the path, dodging the Mines as they appear.

Fur Bad

Caution pays, but starting and stopping with the TNT Imp is a bad idea. First, the Imp takes a couple of steps after Conker stops—just enough to send him straight into a Mine. Second, the control can be a little confusing at first, and it's better to get the feel for driving the Imp while moving, rather than break your rhythm by stutter-stepping.

Fur Ugly

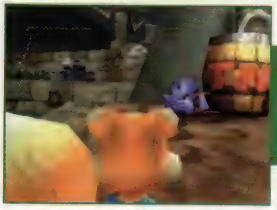
Because the Mines make a little whining sound before exploding, you figure that you just barrel past them, right? Wrong. Conker can't push the Imp fast enough to get out of the blast radius before the Mines explode. The Mines are clustered closely, so one explosion might trigger a chain reaction.

The Cock and Plucker Quiz Question 9

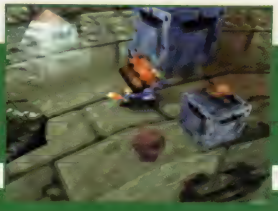
The Haybot was certainly the most vicious opponent ever to be fooled into being electrocuted in the combat zone. It also uttered key phrases in an Austrian accent before attacking. Which one *isn't* in the Haybot's threatening vocabulary program?

A. Do it! Do it now! I'm right here!
B. Blow it out your ass.
C. F^&# you, scum.
D. Buff you, asshole.

See page 127 for quiz answers.



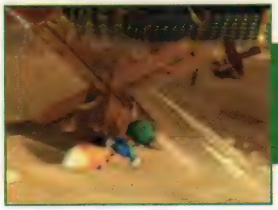
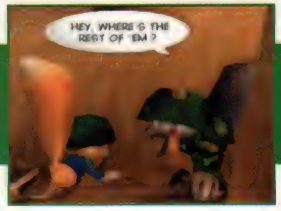
When the TNT Imp rests comfortably next to the plane, run to the Context Sensitive Button under the lamp in the center of the map. Pressing Ⓑ here gives Conker his Flaming Catapult, perfect for lighting the wick on an enormous barrel of explosives from a safe distance. Aim and press Z to fire. The result is a lit wick and an explosion that destroys half of the plane (and all of the Imp). Run to the bathroom, grab another Imp, and push him down the ramp to destroy the other half.



After the Spider Mines, avoiding the obstacles along the clockwise path should be a walk in the park. You face two pairs of jumping Ammo Boxes and two giant steel boxes on ropes. The Ammo Boxes jump in a consistent clockwise pattern. Wait until a Box begins its circuit away from you and follow it with the TNT Imp. Handling the steel boxes takes timing. Wait until each one crashes down, push the Imp up against it, and walk forward as the box rises. Once again, the Imp sits next to the plane when you reach the end of the path (point D). Head back to the Context Sensitive Button and light him up.

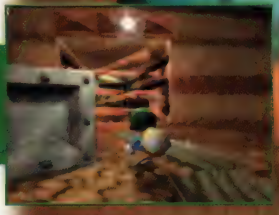
Part 4: The Assault

After Imp detonation, the plane falls into the lake. Run down the stairs that lead into the water (point E), and meet up with Sarge. He congratulates and then distracts Conker, punching him in the back of the head and knocking him out. When Conker awakens, he's wearing a soldier's helmet and riding on a Personnel Transport boat. The boat lands on the beach next to the Tediz base. When the door opens, a beach melee ensues. A shell-shocked Conker stands on the beach in front of walls of barbed wire (point F). When he comes to, he has one request for you: "Get me the heck out of here!"

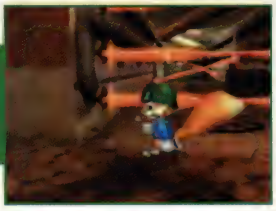



Run up the beach along the zigzagging path and don't stop for anything. Although thousands of bullets fly at you, you should escape injury if you keep moving; bullet holes may appear on the screen, but they're just for effect. At the end of the path (point G), Conker meets the only other soldier to make it that far. He points out the Tediz machine gun nests over their heads and orders Conker to clear them out. When Conker turns back to look at him, he's been shot and killed by Tediz fire. Conker pops a Sgt. Rock stogie into his mouth and tells you to press Ⓑ. When you do, he pulls out a pair of Machine Guns. Munch a couple of chocolates if you need them, then shoot the lock off the door to enter the Tediz base.

Part 5: Sole Survivor



As Conker enters the base (point H), you see several Tediz sneaking around the crates in front of you. Shoot the four Tediz in this room. First-person view is a must; you need head shots to take the Tediz down quickly. Third-person view won't give you the accuracy you need. First aim for the one standing on top of the crates, then pick off the others. You should be able to take them all out without moving much; let them come to you. When all four are destroyed, a door opens into the next corridor (point I).



On the other side of the door are three horizontal laser wires. Learn to deal with them early—they're everywhere in this Chapter. When you get next to them, they make a high-pitched whining noise—helpful for positioning yourself close (but not too close).

Fur Good, Fur Bad, and Fur Ugly

Fur Good

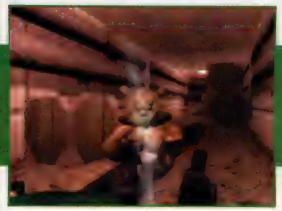
The first set of lasers is just high enough off the ground to crawl under. Put your guns away (Ⓑ), crouch down (hold Z), and move forward with the Control Stick until you're safely past them.

Fur Bad

If you want to show off (and likely get yourself killed), execute a carefully aimed Helicoptery Tail Thing over the top beam. Make sure you're standing at the left side of the entrance. A pipe on the right side of the ceiling will block your Jump if you try leaping a laser while standing under it. If you touch a laser, you take two points of damage. If you hit the top one, you'll probably fall through the other two, killing you instantly.

Fur Ugly

If you're the impatient sort—or a poor judge of depth and position—It's War might be the death of you. Do not run straight into the laser wires and absorb the damage. You need to know how to get around the things.



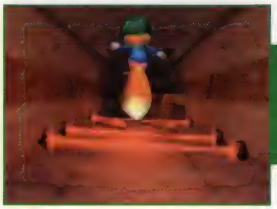
Once past the first set of lasers, walk against the right wall and underneath the diagonal laser wire. Then walk to the left wall and under that laser. A chocolate rests around the crate past the second laser wire if you need it. When rounding the corner (point J), switch into first-person mode and advance slowly. A Tediz runs from behind the first crate on the left; have your reticle aimed at eye level to take him out as soon as you see him. Two more pop out from the stack of crates farther up (point K), and there's one more around the corner. Press Ⓐ to reload your guns after each set of kills.

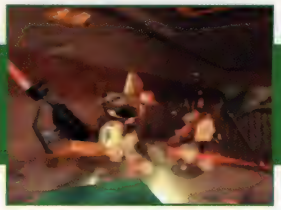
Walk up to the laser wires in first-person mode with your reticle trained above the crate stack. A Tediz pops up; pop him back down. (You can also run forward to draw him out, then run back around the corner and snipe him using the corner as cover.) To get through the laser wires, walk close to them, Jump and Helicoptery Tail Thing, and move forward and between them as you descend. Pull out your guns and be ready to shoot the five Tediz that run out from around the crates.

Around the corner is a steaming pipe (which will not affect you) and a trap door on the ceiling (point L). Be ready for the two Tediz that drop from it. Another pops up from the crate past the two laser wires as you approach them. Two more fall from the trap door on the ceiling between the two laser wires, and two more from the ceiling trap door around the corner. One last Tediz appears from around the crate near the elevator. That brings our count to 21 Tediz so far. Sarge would be proud.

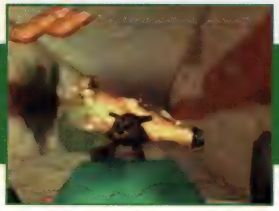
With the last Tediz dispatched, head toward the elevator (point M). You get a first-person view of a cluster of five Spider Mines as they chase you down the hall. Thankfully, you don't have to do anything about them. Sit back and watch Conker as he bounds into the elevator, barely shutting the doors in time to escape. Just when he thinks it can't get any worse, Muzak starts playing in the elevator.

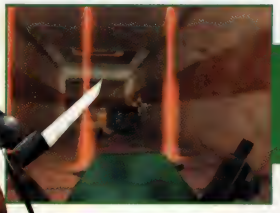
Conker is faced with three laser wires, a crate, and a hallway that curves to the right. Jump the first two lasers and immediately pull out your guns. A trap door on the ceiling drops a Tediz as soon as you leap the lasers, and another Tediz runs out from around the crate. You might take a hit, but two chocolates where you're standing make up for it. Jump over the second laser and get ready to plug the two Tediz that run around the corner (point N). Grab the chocolate behind the flaming trash can if you need it.





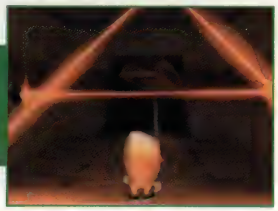
Down the next corridor, you'll meet a new enemy: Flamethrower Imps. They hide in alcoves and fire flames across the hall. You can't kill them, and you can't cross the corridor without taking a point of damage, even if you Jump. Getting past them is a matter of timing: Wait until they're done shooting fire, then run. When you get past the first one, two Tediz run out from around the crate ahead, then two more Flamethrower Imps. Be ready in first-person mode as you pass the last Imp—four Tediz run out from around the corner.





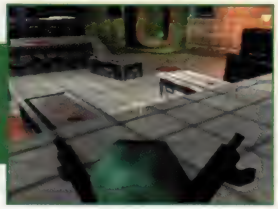
Around the corner is a hall with four vertical laser wires. Ahead of them, a trap door drops Tediz on you. Shoot the Tediz, then stay in first-person mode and walk diagonally between the three left lasers. You escape damage and end up in excellent position to shoot the two Tediz that jump from behind the crate ahead. One leaps atop the crate and one rushes toward you. Pick off the nearest one, then quickly take out the other. You find two chocolates past the crate.

You now face a corridor with three laser wires grouped together low to the ground, and just before and after them are Flamethrower Imps. Run past the first Imp, then Helicoptery Tail Thing over the set of wires, careful to land before the second Imp. As you move down the corridor past the third Imp, five Tediz run out from around the corner, so be ready and in first-person mode as you advance past the last Imp. Grab the piece of chocolate between the second and third Imps if you need it.



Don't worry yet about the five daunting laser wires in the corridor ahead (point O). Focus on the two ceiling trap doors before them, each of which opens to drop a Tediz on you. Once you've taken care of them, approach the wires. The first two (horizontal) wires are low enough to hop over, and there's enough room past them to land without crashing into the next set. Take a very small Jump (just tap Ⓐ). Simply walk under the next three wires, collecting chocolates if you need them. Then proceed through the doorway at the end of the hall. The body count thus far: 41 Tediz.

Part 6: Casualty Dept



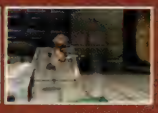
Conker walks into a room that looks like a cross between a hospital and Dr. Frankenstein's lab (point P). He eavesdrops on two Mad Doctor Tediz with English accents discussing the ramifications of giving the *Conker's Bad Fur Day* to 20 intelligent people .... When they hear Conker reload his guns, they get into character and start hissing like Tediz. Instead of firing bullets, they hurl syringes. There are eight normal Mad Doctor Tediz and a Big Mad Doctor Tediz who appears after you disposed of the other eight. He takes a few more rounds to get rid of.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

For some reason, Tediz fear doorways. If you stand in the one through which you came in, they won't chase you in and attack. Instead, they hurl poorly-aimed syringes your way and serve as plush catcher's mitts for your bullets. If you're patient enough, you can take them all out this way without getting hit.

Fur Bad



If you're a gung-ho sort of squirrel, you might prefer the direct approach, running in first-person mode and chasing the suckers down. Tediz move quickly, though, and you're outnumbered. That gung-ho attitude will make you into a rodent pincushion.

Fur Ugly

In *It's War*, third-person mode is only good for leaping over lasers. If you try to chase the Mad Doctor Tediz in anything but first-person mode, you'll suffer and soon die. Likewise, don't stand still anywhere except in the doorway, or the Tediz will use you as a dartboard.

It's War

Chapter 8

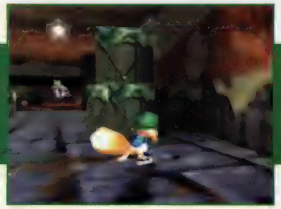
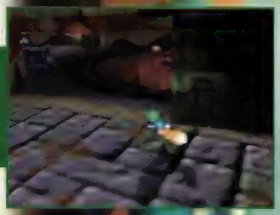
After disposing of the nine Mad Doctor Tediz, approach the Squirrel Soldier sitting in the electric chair in the corner (point Q). There are two switches next to him. Don't panic—no matter which switch you pull first, it always fries him to within an inch of his life. He survives, charred and blinking at you as you leave the room. Hit the other switch and run through the door.

Nutty Bits #13

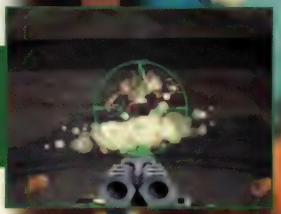
The Cabinet of Doctor Tediz

In the Mad Doctor Tediz' lair, a drawer pops out from the wall on the platform next to the electric chair if you walk near it. There's no gameplay benefit to discovering it, but it's creepy. If you walk around on top of it or underneath it, Conker leaves a short trail of bloody footprints. Just what was going on in this room anyway?

The L-shaped room after the Mad Doctor Tediz' lair hides a very mean Tediz in the Turret Gun in the corner. To take him out, you need the Rocket Launcher, which is available via a Context Sensitive Button on top of the crates in front of him. Hugging the right wall, Jump over the gap in the crates and run toward the gun, angling your approach so you're behind the stack of crates as long as possible. As soon as you reach the row of crates, the Tediz should run out of ammo and take a second or two to reload.

While he's reloading, pass in front of the gun and circle clockwise around it, following the trail of chocolates (even if you don't need them). When you reach the corner, you see a rope (point R). Jump onto it and climb up. Halfway up the rope, Jump on the stack of crates, hide behind the pole until the Tediz reloads, and run clockwise along the crates. The Context Sensitive Button is at the end of the path. Make sure you are facing the Tediz when you press Ⓑ, so you don't have to waste time turning around in first-person mode. Also, the Rocket Launcher takes a second to hoist; don't rapidly press Ⓑ, or you'll wind up putting it away. Score a direct hit on the Tediz, and he'll leave the gunnery seat vacant.



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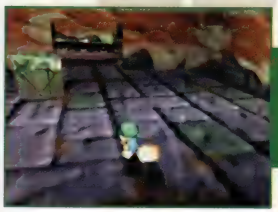
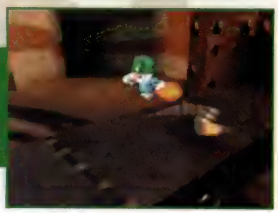
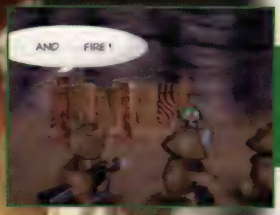
Grab chocolates if you need them, then Jump onto the Turret Gun. You immediately switch into first-person view, and Tediz swarm in from both entrances. The pattern is 8 from the right, 8 from the left, and then 16 from the right and left simultaneously. When you've cleared all the Tediz from the screen, press Ⓑ to reload. Only if you're desperate for health, press Ⓐ to Jump off the Turret Gun and collect chocolate.

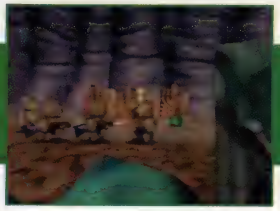




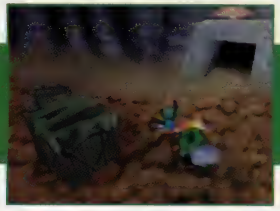
When the previous 32 Tediz are reduced to stuffing, a door opens at the end of the corridor (point S). Hop off the Turret Gun, grabbing chocolates if you need them and run through it. The only things in this room are a stopped conveyor belt with Spider Mine legs on it and a blackboard with a strange drawing of a Master Plan. Check everything out, and then proceed through the exit (point T). You've now knocked the stuffing out of 77 Tediz.

Part 7: Saving Private Rodent

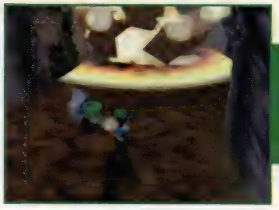
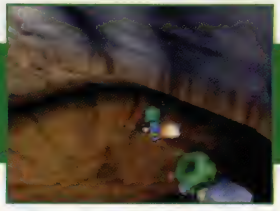
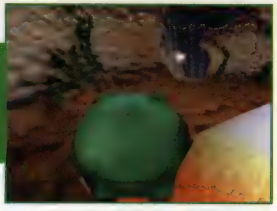




Conker comes upon a Tediz firing squad. They've got a Squirrel Soldier up against a post, and four Tediz are shooting at him, but the bullets are just bouncing off. They aren't aware of Conker until he fires, so switch into first-person mode and line up your reticle at head level. Start with the Tediz who doesn't have a gun. He lobs grenades, which are tricky to dodge in first-person mode, so take him out first. You should be able to take them all out before they know what hit them.



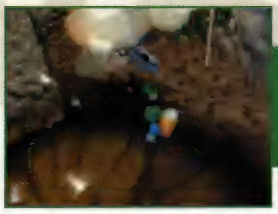
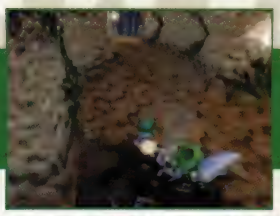
The Soldier you save turns out to be Private Rodent. He's wearing Experiment G7224, a titanium laminate body armor that repels all attacks. Unfortunately, he's got the only one, so he offers to take on Operation Squirrel Shield and protect you from harm. There's plenty of it coming your way from Spider Mines. Rodent can block them, but only if you're behind him. Because he won't take the lead, it's up to you to take the point position.

Turn around, put your guns away, and start heading up the hill. Don't run too far ahead of Rodent—you need him close to get past the Spider Mines. Running with guns drawn ensures that Rodent won't lag behind, but it also keeps you from Jumping. As you head up the hill, you see bombers flying overhead. A few steps later, you see the shadow of a bomb growing larger. Jump and immediately Helicoptery Tail Thing back to escape injury. Even though the bomb crater is afire for a few seconds after the detonation, you can run through it safely.

It's War

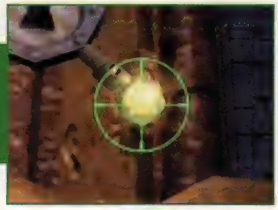
Chapter 8

After you cross the first crater, you hear the distinctive whine of a Spider Mine, and Rodent tells you to get behind him. Quickly Jump back and stand so that Rodent is between you and the advancing Mine. The Spider Mine explodes against Rodent's body armor. Keep heading up the hill; one more bomb falls from above before the hairpin curve. Avoid it as you did the first, by Jumping and flying backward as soon as you see the shadow.

The next bomb falls as you round the corner past the lamppost. Right after the crater, another Spider Mine charges at you. Get behind Rodent, and all will be well. Make sure he doesn't get hung up going around the corner, or you'll be a sorry squirrel. Now the Tediz' fire becomes more intense—bullets fly by and pierce the screen. Fortunately, this is all for show—all you need fear between the firing squad and the top of the hill are bombs and Spider Mines.

A bomb lands on the next hairpin corner, and another a few steps past the lamppost. The next Spider Mine pops up as you walk through the crater. After dodging the Mine, you have only one more bomb to deal with. It falls right before the next hairpin corner. Past the crater, Conker and Rodent split up—Rodent goes to wait by a door with an enormous lock, and Conker attempts to blow the lock off of it.



To take out the door lock, Jump onto the Context Sensitive Button in the dinghy floating in the water and press Ⓑ. Conker pulls out his trusty Rocket Launcher. Target each of the four orange buttons on the sides of the lock and fire. (Be sure to aim a little high on the lower-left one, or your rocket shell will hit the lamp in front of it rather than the target.) Paratrooping Tediz drop from the sky. The longer you take, the more Tediz appear, so make quick work of the lock and take out the remaining Tediz with the Rocket Launcher.

Note

If you cross the bridge at the top of the hill (point U) and the cutscene does not play, Rodent is stuck somewhere. Go back and find him and lead him up the hill.

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Fur Good, Fur Bad, and Fur Ugly

Fur Good

Ignore the Tediz until you've destroyed the lock. You can usually hit one or two of the targets before the Tediz get a shot off. Take an extra moment to line up your shots perfectly; the Rocket Launcher has a slow reload time. Once you've obliterated the lock, start on the Tediz.

Fur Bad

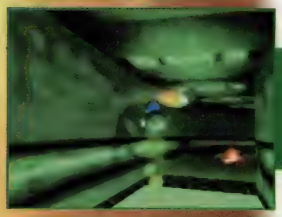
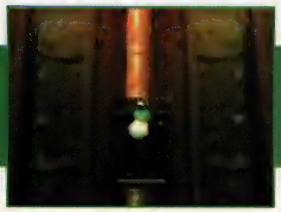
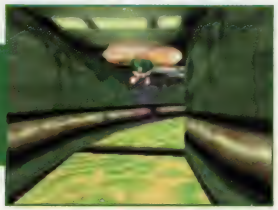
If you concentrate on taking out the Tediz instead of the lock, you're in for a world of hurt. Each piece of the lock triggers a new wave of four Tediz when destroyed. They don't stop dropping from the sky until the lock is gone, and the Rocket Launcher is so slow that you'll be shot several times before you can clear the Tediz.

Fur Ugly

The absolute worst thing you can do is Jump out of the dinghy before the lock is destroyed and try to take out the Tediz with your Machine Guns. They keep coming until you take out the lock. With so many enemies shooting at you, you'll be lucky to make it across the pond alive.

If you destroy the lock, but you're still killed by the remaining Tediz, you reappear at the bridge with the lock gone and only four Tediz to deal with. Walk up to Rodent and go through the slightly open door (point V). You appear in an area with no Tediz, two chocolates, and, best of all, a Class 22 Tank (which Rodent covets). Grab the chocolates, Jump into the tank with Ⓐ, and fire at the small door with the radiation symbol to open it. Jump out of the tank and run through the door.

Part 8: Chemical Warfare

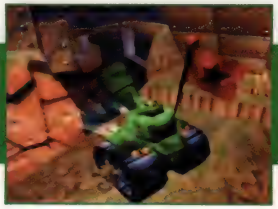
Inside the door is a corridor. After a short drop, the only distinguishing features of the corridor are three square pits filled with a noxious green substance, three Spider Mines, and a lever at the end. As you Jump over each of the pits, a Spider Mine chases you. Jump back over each pit to lure the Mine into it and detonate it harmlessly. The switch at the end of the corridor opens the huge doors outside in the Tank area, and triggers a flood of radioactive gas. Run back the way you came in (remember to Jump onto the ledge where the door is), and you should narrowly avoid toxic death.

Part 9: The Tower

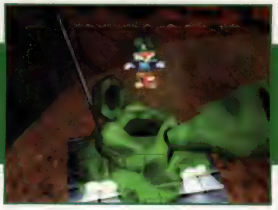
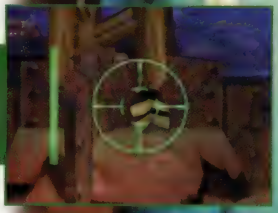
Past the big doors is a large open area with a circular path and a machine-gunning watchtower in the middle of it. Each of the tower's four supports has a yellow and black danger strip near the bottom. You must shoot all of the strips with your Tank to bring the tower down. You also have to lower bridges around the path to drive your Tank into the necessary positions. Of course, you'll meet more Tediz along the way.

The watchtower has a searchlight beam. When the beam is pointed at you, the tower fires. The Tank is immune to the tower's bullets, but Conker isn't. Wait until the tower rotates past the entrance, then get out of the Tank and run until you can Jump from the path to a point halfway up the bridge. Run up to the Context Sensitive Button at the end of the bridge, and press Ⓑ. Conker briefly transforms into an anvil and hammers the bridge down. A grenade-throwing Tediz waits just past the bridge. Ignore him for the moment.

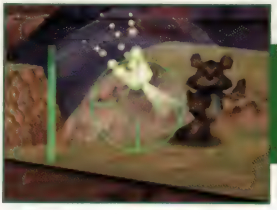
Run back to the Tank, hop in, and drive across the bridge. Shoot or run over the Tediz, then aim at the first tower target and shoot it. Proceed counterclockwise around the path. Three more Tediz pop up on your way to the next bridge. Take them out, then destroy the next tower target. Make sure your tank is parked on flat ground, wait for the tower searchlight to pass overhead (you'll know, because bullets from above will bounce off the Tank), then hop out.

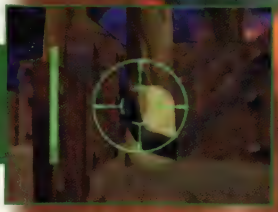


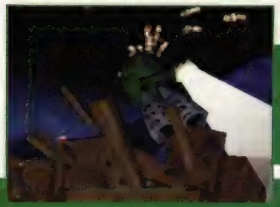
Once again, leap from the edge of the path and Helicoptery Tail Thing across the gap. Try to land as far up on the bridge as possible, ignoring the Tediz that appear. Press Ⓑ on the Context Sensitive Button at the end of the bridge to anvil it down, then get back in the Tank. From the other side of the bridge, blow away any Tediz and drive carefully to the end of the next path section. Three Tediz lurk there. Another Tediz waits for you after the next bridge (which is already down). Drive over it, eliminate the Tediz, and shoot the third tower target.

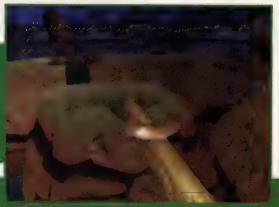



Repeat the pattern. Jump out of the tank once the searchlight has passed, leap onto the bridge, and pound it down. Three Tediz wait on the other side. If you park the Tank too close to the bridge, they will lob grenades that explode when you get back into it. Leave the Tank farther from the bridge than you would normally—the bridge you didn't have to lower is a good spot. Nuke the Tediz, drive to where they were standing, and shoot the final tower target to send it toppling.









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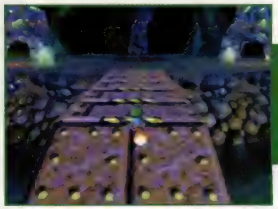
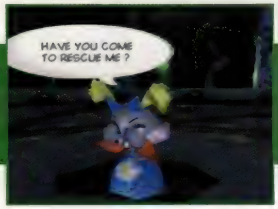
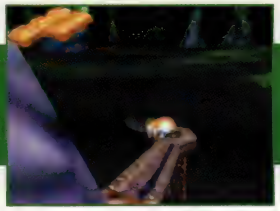
As the tower falls, a beam lands between where the tower was and the platform you're standing on. You can either run across it or take a running Helicoptery Tail Thing to the other side. Once across, you see a huge hole in the ground (point W). Hop into it. You appear in a blue underground cavern on a path leading to a large circular area surrounded by water.

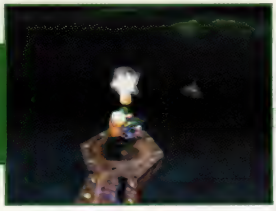
Part 10: Little Girl



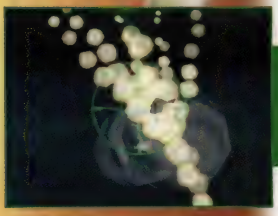


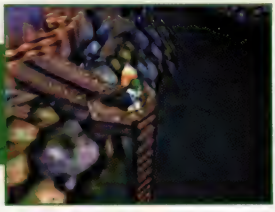
Cross the bridge to the main area. As you cross, a Submarine pops up and eyes Conker through its periscope. At the center of the area, Conker speaks with an odd Little Girl. She claims to be scared and wants her mommy, and tells Conker about inverse phase sonar and the missiles that the Submarines fire (Teddifunkin U47 Intercontilental Ballistic Missiles). A little odd to be sure, but Conker offers to rescue her because he thinks her parents might have some cash.



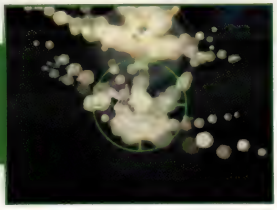


After the conversation, run to the edge of the circular platform and grab chocolates from under the three archways. At each of the archways is a platform with a Context Sensitive Button at the end. A ladder runs from each Context Sensitive Button to the water in case you fall off. Under one of the platforms, a Submarine bobs in the water. Run (or Jump) onto the Context Sensitive Button and press Ⓑ to pull out the Rocket Launcher. Make sure you're facing the Submarine before pressing Ⓑ, because it takes a long time to turn.





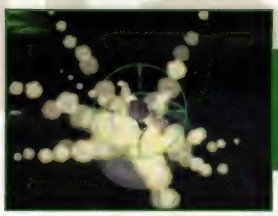
The Submarine fires Teddifunkin Missiles, which make a slow arc before landing on your head. Shoot the missiles out of the sky with the Rocket Launcher—the best opportunity is at the peak of the missile's arc, when it's turning toward you. If you fire when the missile is too close, you take two points of damage—one from the missile and one from your own rocket. When there are no missiles posing an immediate threat, fire at the Submarine (you can only hit it when it's above water). When you blow up the Submarine, another appears in the water. After you destroy three of them, Conker puts his Rocket Launcher away.



Grab any missed chocolates under the arches and move to the platform clockwise from the one you were just on. This time, two Submarines bob in the water; you must destroy five Submarines and their missiles this time. If the Submarines are firing simultaneously, you can often hit two missiles with one Rocket. If their missile fire is staggered, you might get hit twice in a row. If this happens, leave the area to get chocolates. When you return, the pattern should be different.

It's War

Chapter 8

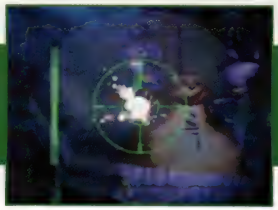


Conker tucks away his Rocket Launcher after destroying five Submarines. Head to the third platform (after a quick chocolate break if necessary), where you find two more Submarines. Take out their missiles and then blow up the Submarines. Destroy seven to complete the sub-sinking portion of this Chapter. When the seventh one is blown apart, Conker tells you it's time to ransom—er, rescue—Little Girl. Get chocolate if you need it, then head to the center of the main platform.

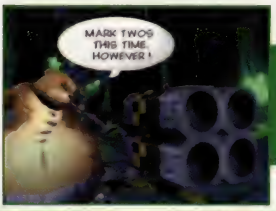
Part 11: The Experiment

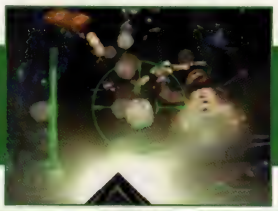
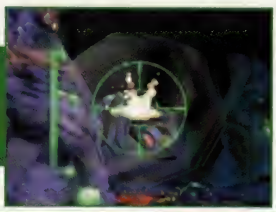
Conker converses with Little Girl and reaches down to pick her up just as Rodent falls from the tank ceiling. He warns Conker not to pick her up, just before the ground opens and reveals Little Girl to be the right hand (literally) of The Experiment, an enormous mutant Tediz. She's the brains and eyes; he's the brawn. Now the Master Plan on that blackboard back at the Turret Gun makes sense. You have to exorcise her from him. When you have control of Conker, run to the Tank and Jump in as fast as you can. Little Girl and The Experiment chase you until you reach the Tank.

Upon reaching the Tank, Little Girl and The Experiment move to the center of the platform and mini-guns pop out from both sides of The Experiment. You have control of the Tank. Fire at the mini-guns to destroy them, then aim for The Experiment's right arm to blow Little Girl off. The Experiment staggers around gibbering, looking for her. When he turns his back to you, a red target appears on his back. Shoot it and Little Girl and The Experiment return to the center of the platform. Get as far away from them as you can.



The Experiment reveals his second pair of weapons, which Little Girl calls High Energy Inverted Magneto Lasers. They're nasty, but you can blow them off. Once you've destroyed the Lasers, knock Little Girl off The Experiment's arm again. When he bends down to pick her up, shoot the red target on his back again. Good aim and a long-range attack are the keys to victory.



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Little Girl boasts about The Experiment's third secret weapon, a pair of Missile Batteries that house Mark Two Teddifunkins. This time, instead of shooting the weapons themselves, drive around The Experiment until eight rockets are fired and then attack the launchers. Repeat this until both launchers are destroyed. For the third time, send Little Girl flying with a well-placed shot to The Experiment's right arm, hit the target that opens on his back, and savor sweet victory.

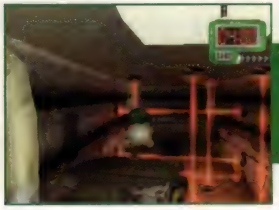
Part 12: Countdown

It's not over yet. Little Girl releases two Spider Mines that blow up the Tank, seemingly killing Rodent. The last trick Little Girl has up her sleeve is a red button that triggers a self-destruct countdown. When you resume control of Conker, you have 4 minutes and 30 seconds to run back through the Tediz base and get off the island.

Jump down the hole in front of Conker (point X). He lands in front of a corridor filled with laser wires. Crawl under the first laser, then hop over the next, careful to stay to the left of the vertical laser between them. Crawl under the three diagonal lasers that follow. At the next set of lasers, align Conker between the vertical lasers and Jump over the horizontal ones, passing through the vertical ones with inches to spare. Run around the fallen pipe and round the corner.

Note

Conker's tail does not trip the laser wires, so you're free to Helicoptery Tail Thing between them.



Hop on the crate on the left side of the hallway and walk off the end of it to get past the next two lasers. Approach the next set of horizontal lasers by walking between the vertical lasers in front of them. To clear the three horizontal lasers, do a Helicoptery Tail Thing while standing close to the laser wires. As you descend, move forward to float between the top and center wires. Round the corner in first-person view with guns drawn, and shoot the two Tediz.

After the Tediz are gone, climb onto the first crate on the left side of the screen and crouch. Crawl along the thin ledge of the crate and drop to clear the horizontal lasers. Another Tediz waits around the corner. Run to the crate on the right side of the corridor and *very carefully* Jump onto its right corner. Crawl under the horizontal laser that runs across the crate, then hop off the crate to clear the horizontal laser that runs just past it.

You're now in view of the first room you entered. Crawl under the horizontal lasers and run for the exit in first-person mode (point Y). Two horizontal blue laser wires appear across it, and three Tediz pop up. Press ⓡ to pull out the Rocket Launcher and blast them—but watch your proximity to the crates with the Rocket Launcher. The blue lasers disappear after you destroy the Tediz, and you're free to leave. Hustle through the exit—you should have at least two minutes of the countdown left.

There are five chocolates near the entrance to the Tediz's lair (point G). Now all that stands between you and freedom is the beach. Unfortunately, getting out is not nearly as easy as getting in was. Eight Tediz with Rocket Launchers wait for you. Don't shoot the Tediz, but run past them, Jumping as much as possible. Don't Helicoptery Tail Thing—just Jump repeatedly while running for the exit. Several Tediz should take each other out in the crossfire.

Alternatively, learn the positions of the first three Tediz and take them out quickly in first-person mode. Then run toward the remaining Tediz, and back around the barbed wire fence when they appear (you'll have to be quick!). Sidestep after the nearest one fires; quickly aim at him, then move back to cover. Repeat the process until the coast is clear. This is horribly difficult to pull off in two minutes, but possible.

Part 13: Peace at Last!

As soon as you reach the exit (point F), you see Conker Jump into the PT boat with Sarge and three other wounded Squirrel Soldiers. Sarge calls for snipers to take out the Tediz, and the boat shoves off. Sarge and Conker reflect on the horrors of war on the trip to the mainland. The scene then cuts to Private Rodent, who isn't dead after all. He awakens with 16 seconds left on the timer, just enough time to remember what's going on and crawl into his titanium laminate suit before the Tediz base explodes.

When you arrive at the harbor, the Chapter is complete. Pass through the exit to return to Windy. Good work, soldier!

The Cock and Plucker Quiz Question 10

When Conker watched his squirrel mates' craniums explode into globules of goo on the beach landing, what was the distant battle cry heard wafting over the Tediz sentry guns at the start of the attack?

A. I ain't got time to bleed!
B. I love the smell of napalm in the morning!
C. Where's Apone, where's Apone?
D. Save Paris!

See page 127 for quiz answers.

Chapter 9 Heist

Command and Conker—Debriefing

With the war just a distant memory, you can confidently stride into the Feral Reserve knowing you have hip outfits, an ill-fated love interest, and ground-breaking special effects to fall back on.

Deft Control Stick manipulation (and the tense task of holding down a single fire button) allows you to exit the Feral Reserve lobby and enter the game's final fight against the toughest opponent you've faced (giant poo-throwing creatures notwithstanding). Skill at reactive fighting, as well as fastidious button-pressing, is needed to fend off a 10-foot Xenomorph attack, at least until matters take a turn for the ridiculous.

Plan of Action

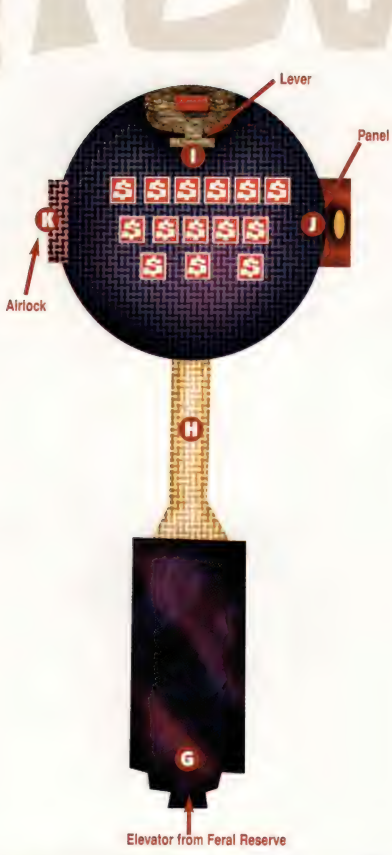
1. Locate Feral Reserve entrance at top of exploded windmill.
2. Bargain with Mob Boss for tight-fitting black attire.
3. Enter the Feral Reserve Building.
4. Engage lobby guards in typically understated combat.
5. Enter the Vertex and grab vast quantities of cash.
6. Face off against the fabled Panther-type King.
7. Watch as everything goes terribly pear-shaped.
8. Combat the Professor's ghastly final creation.
9. Think about closing that airlock.
10. Fill pants and prepare for quick death.
11. Total cash available: $997,590.

Entity Encounters

- 1 Dead Queen Bee
- 1 Rodent
- 1 Mob Boss
- 1 Trench-coated Berri
- 32 Feral Reserve Security Guards
- 14 Stacks of Cash
- 1 Professor
- 1 Fabled Panther-type King and Alien Embryo Host
- Boss: Heinrich the Alien

Heist

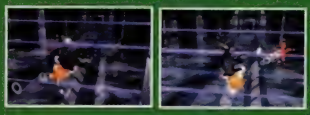
Chapter 9



Map Legend

- Stack of Cash
- Context Sensitive Button

Conker's New Moves

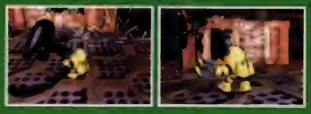


Neo-Conker Action Cartwheel

Use the Context Sensitive Buttons as a launching pad and slow time to "impressive movie visual" speed, which makes Conker leap left and right, using the Control Stick to aim and Z to fire. Hold down Z for rapid fire. Although you never have to, A reloads.

I Know Kung Fu. In a Power-Lifter Suit.

Normal Frying Pan attacks are inappropriate and futile against an Alien. Use a four-punch combination from your lifter suit instead. Press B rapidly to execute the attack, and don't stop until the final blow (the uppercut) connects. Dodge the extraterrestrial's tail sweep by jetting up (A). Evade its bite by blocking (Z).



The Heinrich Maneuver

When fighting the Alien, run to the rear of the stunned creature. After automatically grabbing its tail, slowly rotate the Control Stick to swing the Alien, then press B to release.

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General Background Naughtiness

1. Grandmother Approved
2. Risqué
3. Eyebrow-Raising
4. Outrageous!
5. Holy $#^&!!

Naughtiness Checklist

- ✓ Queen Bee mutilation under exploding windmill chunk
- ✓ Tight-fitting leather outfits
- ✓ Violently amusing movie parodies
- ✓ Horrific deaths of nearly every major character
- ✓ Mirthful yet helpful central computer

From Windy: Feral Reserve Rope Bridge

Long before the real entrance to the Feral Reserve is revealed, Conker can climb the wooden ladder on the right side of the sewage ramp which leads to the poo drop where you rolled your first dung ball. On the other side, you may spot a couple of signs suggesting that this area is restricted (point A). Investigate further to uncover a rope bridge with some planks missing. There's a group of two planks, a gap, three planks, a gap, two more planks, a gap, and a single plank before a long gap to a final plank and the other side.

Do not land on the first single plank (after the third gap); it detaches from the bridge, and you'll fall into mud below. Without this plank, you can't cross the rope bridge. Locate the rope, shinny back up, and leave this area. You'll enter the Feral Reserve by exiting a tunnel to the other side (point B).

Part 1: The Windmill's Dead

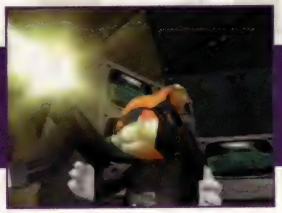
Now that the war's over, you can hum along to the buzzing of the friendly bumblebees and their Queen. Well, you could, if a ton of rubble hadn't flattened her head. When she asked you "what could possibly go wrong?" she obviously wasn't factoring in a windmill explosion.

Walk past the windmill chunks, up the winding road to the top of the windmill to discover the cause of the detonation. It seems Private Rodent found a soft spot to crash-land. After you chat, head down into the ruins of the windmill basement.

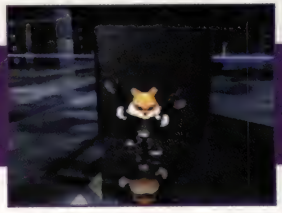
You emerge from the small tunnel next to the Feral Reserve building on the other side of the rope bridge (point B). You can't enter this area from the grassy cliff with the signposts on it—the entrance near Poo Cabin has to be navigated via a Jump rather than a ladder climb.

Run left and to the main entrance. The Mob Boss is waiting, plotting a withdrawal. As you accept the mission, Berri strides into view, decked out in the latest tight leather catsuit, complaining about her pants riding up, and looking as sexy as a polygonal gray squirrel can possibly look. Conker demands an all-black overcoat/vest combination, which looks great, but those pants lack a tail hole, preventing the Helicoptery Tail Thing. Head up the steps and into the bank (point C).

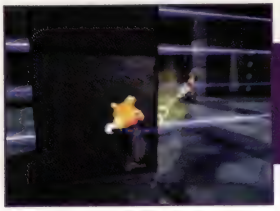
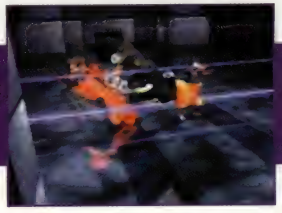
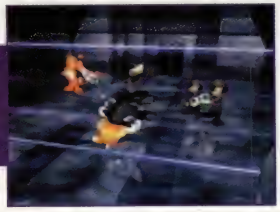
Part 2: Enter the Vertex



Confidently striding into the entrance lobby (point D), Conker decides that the most effective way to get from the lobby to the elevator is by moving in slow motion, applying motion blur to his Kung Fu, and carrying a couple of rapid-fire boomsticks. After enough weasel blood is spilled, the crazy pumping techno music starts, and its time to move in slow motion again.



Walk past the two brown concrete pillars with the arrows pointing to the elevator (point E), and take cover behind one of the black marble pillars in front of you. Step on the Context Sensitive Buttons and two more weasel guards appear at the far end of the corridor. An impenetrable blue laser mesh which doesn't injure you, prevents you from moving down the corridor. When you gain visual confirmation of weasel activity, press Ⓑ. Conker leaps and executes a Cartwheel while the music muffles and the action slows to Wachowski time. Blue crosshairs appear, allowing you to aim at the weasels with the Control Stick and fire, using Z.

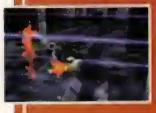




The technique for taking down the guards in front of the four sets of pillars is identical. Hide behind a pillar to avoid getting shot. Don't worry about Berri—she can take care of herself. When a guard screams "regroup!" tumble to the other pillar, holding down Z and planting air-rippling bullets into the hides of all the guards. Other times to make your move: when the guards are shooting at Berri, or when you first hear them shouting as they run in from the elevator side entrance.

One shot takes a guard down during a single Cartwheel, and you must clean the lobby of weasel foes. There are two waves of two guards each, a cutscene, two waves of three guards each, another cutscene, two more waves of three guards each, yet another cutscene, and a final combat with two waves of four guards each.

Nutty Bits #14

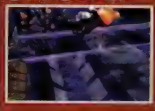
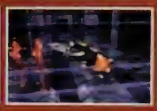
Stop Trying to Hit Them and Hit Them!



After you've mastered the technique of rapidly mowing down weasels and can complete this lobby infiltration without chocolate loss, try it again. This time, fire only single bullets, attempting to take out one guard with one bullet.

Fur Good, Fur Bad, and Fur Ugly

Fur Good

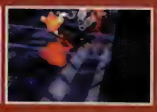



As the guards become proficient in the fine art of lobby pillar destruction, firmly hold down Z when you Cartwheel sideways. As bullets are infinite, fire and forget. Concentrate on lining up the blue crosshairs (they turn red when you've a weasel targeted), and leaping immediately after hearing the "Regroup!" shriek.

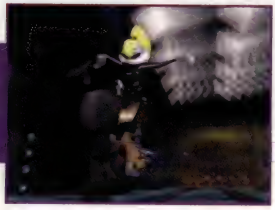
Fur Bad

If you hide for too long, the pillar will crumble under heavy weasel fire, allowing the weasels to strike you through breaks in the column. You'll have to shrug off a couple of attacks or Cartwheel to the other, more intact, pillar. Also remember that you can only hit weasels moving between the two pillars nearest your current location—your bullets lack range.

Fur Ugly



Don't use the C◄ and C► buttons to sidestep. Stepping out of hiding, Cartwheeling before the weasels regroup, or simply lacking the skill necessary to shoot effectively can result in fur flying. Remember: Peek out or launch into a Cartwheel at the wrong time, and your soft skull is peppered with bullets, ending in death by cranial explosion.



After the first four weasels are popped, Berri takes advantage of the lull in the combat to run slowly up the wall and over to the other side, where she releases the laser mesh. After the next six weasels fall, Conker starts an impromptu Capoeira routine to dodge bullets while Berri silences the guard with an amateur tracheotomy.

After you eliminate the third set of weasels, Conker leaps and takes down a guard using the ancient Chinese art of Kung Fu in slow motion. Now behind the final set of pillars, Conker can mow down the two waves of enemies as they emerge from the side entrances, or continue to lurk behind the pillar. After a final stoppage of time and swift facial boot by Berri, the last guard croaks, giving you access to the elevator (point F). If you turn around and move back through the lobby entrance, you must complete the lobby gun combat again.

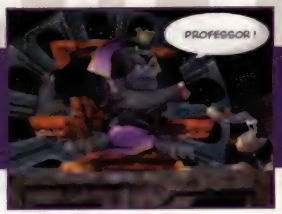
So what is the Vertex, exactly? Unfortunately, no one can be told what the Vertex is. You have to see it for yourself.

You emerge in the final security zone before reaching the vault (point G). Berri quickly deactivates a mass of laser wire allowing you access to the cash you've been dreaming of. To enter the vault, walk in a straight line, and Jump up into the yellow-lit corridor (point H). When the door opens, Conker starts to slobber. Fourteen wads of cash wait to be claimed, despite the protests of the now more spiritual Berri. Once you've used your Frying Pan to halt the money hopping and stuffed three stacks into your leather pants, Conker counts the cash.

Congratulations. You're virtually a millionaire.

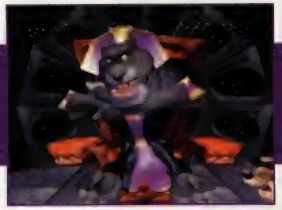
Heist

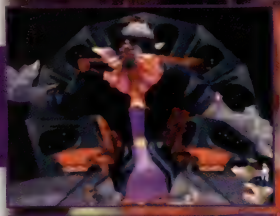
Chapter 9



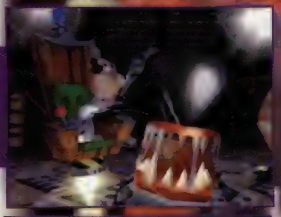
While Conker gibbers at the thought of spending his dough, Berri spots a dark and brooding figure sitting on a throne above the vault. It seems the evil machinations of the fabled Panther-type King are about to be revealed. The beast of legend, the fabled harbinger, the one huge fairy, has arrived to exact a terrible vengeance. The Mob Boss is summoned, collects his bounty for delivering you to the Panther-type King, and then completes a last piece of business—splitting up the squirrels for good.

Waving off a slight case of indigestion, the Panther-type King demands milk, but not before he whittles a new squirrel-shaped leg for his table. The Professor is summoned, and the King roars, wracked with torso pains. Just what the heck is going on here?





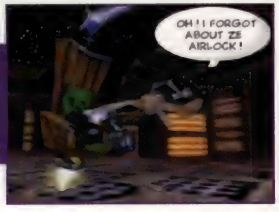
Well, it seems the fabled Panther-type King's nefarious schemes are on hold—indefinitely. "Zer incubation period is just about complete." The Mob Boss departs and the King staggers, clutching his throat. A large Xenomorph bursts from the King's chest, and stands dribbling acid on the floor.



With the bank vault now high in orbit, the mad Professor scoots over to his new baby—a 10-foot acid-blooded Xenomorph named Heinrich. After some disturbing stroking, the Professor hides, instructing Heinrich to attack you! It seems this is the real power behind the throne.

Quickly pull the airlock release lever, located under the balcony where the corpse of the Panther-type King is slumped (point I). The airlock opens and starts to suck the contents of the vault into deep space. Move quickly away from the lever (Heinrich is likely to pounce, and he's indestructible), and head for the open hatch. There's a neon-yellow power-lifter suit inside (point J).

Part 3: The Vault



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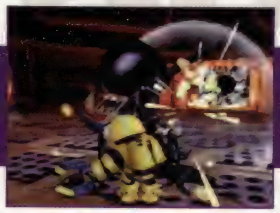
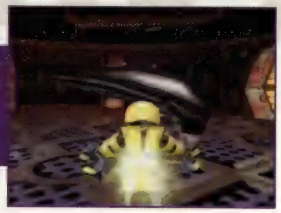
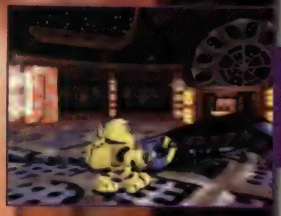
As the steam clears, Conker spots Heinrich as he's about to make a meal of Berri's remains. Flexing his power-lifter clamps, and using his best Ellen Ripley voice, Conker asks Heinrich to move away from the carcass of his girlfriend. But before either squirrel or Alien can react, Berri is swept out the airlock and into deep space. The leg-less Professor's strange love of technology gets the better of him, and he, too, tumbles to an asphyxiating death. Only you, Heinrich, and a smack-talking computer remain.

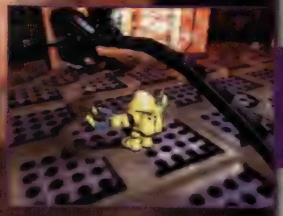



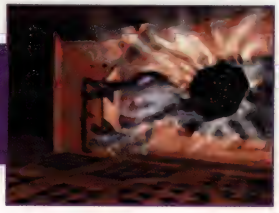
Time to knock Heinrich from the floor. While the computer mockingly requests you to halt the air escaping (the banter gets more offensive with every hit you take), walk forward and strike Heinrich hard across the jaw. Rapidly pound the Ⓑ button. After Conker hits Heinrich with an uppercut, the beast falls. Note that Heinrich may move his head to your left (his right), and whip his tail around. If you see him move his head to the left, press Ⓐ to start a one-second vertical boost so you can Jump over his black pronged tail. If you mis-time the boost, or attack too late, you're flattened—and lose a piece of chocolate.



After the Alien is downed, you have less than five seconds to trudge around the side of his prone body toward his tail. Once at the back legs, Conker grabs the beast automatically and can attempt to chuck him out of the airlock using the Heinrich Maneuver. Slowly rotate the Control Stick in one direction (clockwise or counterclockwise, it doesn't matter), then pick up speed by rotating the stick in a slow steady circle.

Initially, Heinrich claws at the ground and sparks fly from his claws. If you release him now or when you first grab hold, you'll never get the lift necessary to throw him out of the room (at point K). Wait until Heinrich's entire body leaves the floor. Release him (Ⓑ) when both of you are facing the airlock.

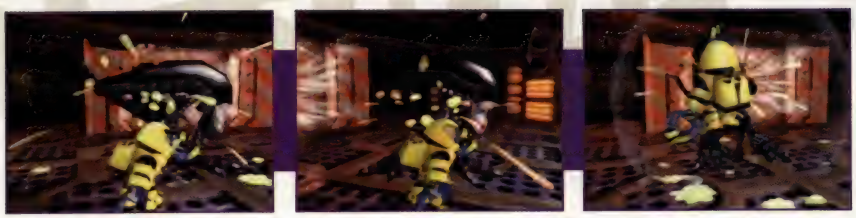




If you don't release Heinrich at the right moment, he hits the side of the vault, snarls viciously, and charges you with his armored-plated head. The only way to avoid this attack is by boosting up. With luck, you'll land next to his head, and can bash him again. If your aim is true, Heinrich almost flies into deep space, but claws back through the airlock, and starts to stalk you once again. The Xenomorph must be thrown out of the airlock, using the Heinrich Maneuver, three times.

This combat is difficult. Expect to lose a couple (dozen) lives figuring out the Alien's attack pattern. Take breathers every 10 minutes or so rather than burst into a rage and demolish your controller. Use these tactics to defeat Heinrich. The second and third time you face Heinrich, you can only successfully punch him *after* you block his bite, using Z. When Heinrich swings his tail (and you'll learn to predict this by the movement of his head to the left), Jump over it using Ⓐ. If he tries to bite, he'll raise his head vertically. As he does so, block, using Z. Don't try any other techniques.

Chapter 9

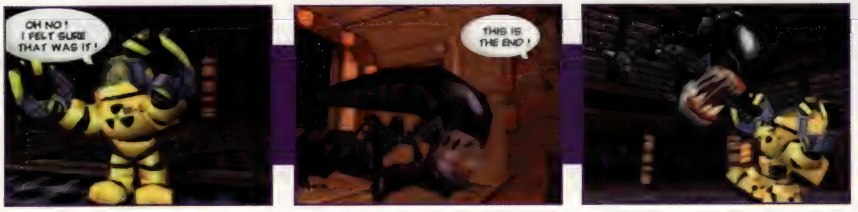


As soon as Alien teeth meet lifter-suit metal, let go of Z and frantically press B. If you're quick enough, you'll start a combo attack that shouldn't stop until that uppercut fells the Alien. Then move around the back of Heinrich, and rotate him around the room, making sure you release him after he stops scraping along the floor. You'll find that it's quite difficult to know which attack Heinrich is launching, so remember the head movements and quicken your reaction time. Remember, Heinrich usually completes two or three tail swipes before biting or leaping over you.

Another tactic to remember in this fight is to stay extremely close to Heinrich, as he's likely to bite at close range. Once blocked, especially during the third round of combat, it is *imperative* to release Z as soon as Heinrich hits your head with his teeth, and *immediately* press B. If you're slow to react, Heinrich moves his head back, and then counters with either of his attacks. Finally, when Heinrich jumps over you, wait for the camera to swing round before moving close. Otherwise, it's difficult to see what he's about to do.

Note that sometimes Heinrich tries to bite immediately after clawing back from the airlock for the second time (block quickly and punch wildly), but only if you throw him when you're close to the airlock. Getting close to the airlock, coaxing Heinrich in, then throwing him from this position allows less chance of a mistake that would have Heinrich hitting the wall instead of the lock. But don't get too close to the airlock, as even the weighty lifter suit can get sucked into deep space.

Part 4: End Cutscene



Heinrich is finally thrown out of the airlock for the third time, and disappears from view. Finally, the Panther-type King's unwanted parasite is banished from the ... hang on, what's that guttural snarling? He bounds back into the vault, leaping majestically through the vacuum, and heads straight for Conker's exposed helmet. This is the end! Or is it?

Conker the Conqueror—the Epilogue

King Conker—The King is Dead! Long Live the King!

HELLO ?
THE GAME'S LOCKED UP !
EH ! IF THERE ARE ANY SOFTWARE ENGINEERS . . .
HMM ! NOW GET RID OF THIS BACKGROUND
WEAPONS MAYBE ?
OK ! TAKE ME BACK TO SAY THE THRONE ROOM
HOW YA DOIN' MR. SQUIRREL ?
UP ON T THRONE WI YA.
I DON'T REALLY WANNA BE KING
YOU COULDN'T BE KING OF A TOILET
CAN I BE YOUR GENERAL ?
OH NO.
LONG LIVE THE KING !
LEAVE THE BOTTLE

Conker prepares for a quick (but possibly acidic and nasty) death at the hands of Heinrich the Alien. Whoa! Heinrich's stopped in mid-air! What's going on? Ah, it seems that there's a slight gameplay bug that needs ironing out. Using this situation to his advantage, Conker bargains with a software programmer to tweak the game so he's back in the throne room brandishing a Katana. You can guess how this will end—Heinrich lands, disorientated, and is killed as Conker lops off the critter's boomerang-shaped head.

With that out of the way, Conker is forced onto the throne, forgetting to resurrect his recently asphyxiated girlfriend, and is surrounded by all the critters he can't stand. "You don't know what you've got until it's gone," mumbles a scowling Conker.

After the credits roll and the melancholy music has faded, Conker sits slumped in the Cock and Plucker, beckoning the bartender to keep the whiskey flowing. Then the bedraggled form of Conker the squirrel quietly slips out of the pub and into the dark moor, thoroughly unhappy with his new job, lack of female company, and life in general ....

The Cock and Plucker Quiz Question 11

The Professor may be a legless weasel with world domination on his warped mind, but he's also a proud father: He names his incubated Xenomorphs. What did he call his newest acid-spitting killing machine?

A. Torsten
B. Heinrich
C. Dieter
D. Sigourney

See page 127 for quiz answers.

Conker's Complete Money Collection

Grabbing the Cash Stash

Conker's continuing mission is to hoard cold, hard cash—and there's one million bucks to find. Have you grabbed them all? Check the list here to find out:

	Chapter	Cash Amount	How to Get
☐	Windy	$100	From the Queen Bee after retrieving hive
☐	Barn Boys	$100	On top of the barn
☐	Barn Boys	$100	From the alcove above Sunny the Sunflower
☐	Barn Boys	$100	In the grated tunnel below the barn
☐	Barn Boys	$100	From the hay-filled chamber in the barn after you defeat the Haybot
☐	Windy	$100	In the sewer duct after the cows fill it with dung
☐	Bats Tower	$100	At the very top of the Bats Tower and across the parapet
☐	Bats Tower	$10	From the Aristocatfish and her lady chums
☐	Bats Tower	$300	In the high alcove near the Chapter start, after the Bullfish collides with the wall
☐	Windy	$100	At the very top of Poo Mountain
☐	Windy	$100	In the high hexagonal alcove in the side of the Wasps' Nest
☐	Sloprano	$100	Near the chain you use to flush Chunkie Poo
☐	Uga Buga	$100	After you scale the initial temple surrounded by Mini-Fangys
☐	Uga Buga	$100	On top of the Dragon God's head
☐	Uga Buga	$100	Inside Berri's dancing cage in the Rock Solid nightclub
☐	Uga Buga	$100	Available during and after the race with the Uga brothers
☐	Uga Buga/Sloprano	$100	After defeating Buga the Knut, on the temple path back to the storm drain
☐	Windy	$400	From the Queen Bee after you retreive her hive for a second time
☐	Hungover	$100	After exiting Spooky, in the waterfall alcove
☐	Heist	$997,590	You should have $2,310 prior to entering Heist. The rest of the money is in the vault
	TOTAL CASH: $1,000,000!		

The Cock and Plucker Quiz Question 12

Conker's Bad Fur Day references some of Hollywood's finest movies. Which screen epic *wasn't* referenced in the game?

A. *Eyes Wide Shut*
B. *Reservoir Dogs*
C. *Predator*
D. *The Exorcist*

See bottom of page for quiz answers.

Checking the answers, eh? Well let's see if you got them right:

1. C; 2. D; 3. D; 4. A; 5. A; 6. B; 7. B; 8. C; 9. A; 10. D; 11. B; 12. C.

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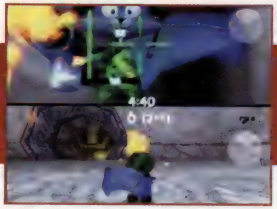
Multiplayer Mayhem



Command and Conker—Debriefing

Welcome to the Cock and Plucker wine cellar. The main cask contains five deathmatch levels. The remaining barrels are bonus multiplayer types, ranging from storming a beach to gassing the enemy in Tanks. This is a chance for weasels, Tediz, squirrels, Ugas, the infamous Frenchys, and many more denizens of Conker's world to tool up with the latest military hardware, hedge-trimming equipment, and sharp kitchen utensils, to annihilate all opponents.

If you've played other console multiplayer games, you'll know what to expect. If not, don't worry, we'll have you chainsawing French peasant squirrels in minutes. Just follow the basic deathmatch and multiplayer strategies, check out the 18 different weapons and their Disposal Potential, then read through the game tactics. Critter combat couldn't be easier.

Basic Critter Multiplayer Strategies

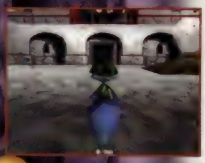
Fiddling with the Options

From tweaking artificial enemy intelligence to turning off the radar, Setup is a vital part of pre-game festivities. Refer to the game manual for the complete list of Setup options.

Choc Full of Health

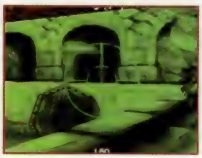
Remember, rodent fans, there are no health items to pick up in any of the multiplayer modes—you start with six blocks of chocolate and go until they're depleted.

Radar Love



Radar, naturally, shows you where everyone is. However, enemy radar dots with a black line under them indicate that an opponent is on the floor beneath you. Radar dots with a black line above them show a foe on a floor above you. Don't be confused if radar dots collide—the enemy is standing directly above or below you.

Fighting in the First Person



Many of the sharp killing implements you find scattered through the game work best in first-person mode (press and hold R). The C Buttons control movement (◀ and ▶ are sidestepping) while the Control Stick aims—perfect when you're using throwing weapons or guns with sights, not so good if you're wading in with a Chainsaw.

Advanced Critter Multiplayer Strategies

Off with Their Heads

As you can see from the Disposal Potential tables in this section, most of the weapons cause more damage when they connect with the craniums of your victims.

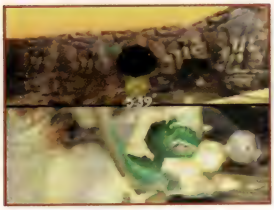
Gain an Audience with the Best Ordnance

When facing off against human opponents, prevent them from obtaining their favorite weapons by standing guard near the most powerful weapons and attacking anyone who comes near. Defenseless foes are the most entertaining to take down.

Multiplayer Mahem

Guns for Show, Knives for a Pro

Close combat weapons are likely to carve up many more enemies in close combat, especially foes who use weapons with a slow turning circle (like the Sniper Rifle). And of course, charging in with a Chainsaw or Katana just looks cooler.



Weapon Disposal Potential

Ready to inflict some serious damage but don't know which weapon to choose? Consult the detailed weapons stats here for a rundown of the most and least impressive weapons.

Shotgun

- Strafing Allowed? Yes
- Chocolate removal per shot: 3 points
- Chocolate removal per headshot: 3 points
- Pros: Good close and mid-range assault weapon. Excellent for fending off Katanas.
- Cons: Mediocre at long range, slow rate of fire and reload.

Machine Guns

- Strafing Allowed? Yes
- Chocolate removal per shot: 1 point
- Chocolate removal per head shot: Instant kill
- Pros: Great weapon for dense combat
- Cons: No range, slow first person movement

Semi-Auto Rifle

- Strafing Allowed? Yes
- Chocolate removal per shot: 2 points
- Chocolate removal per head shot: 3 points
- Pros: Rapid trigger-finger pressing results in quick death, good regular damage.
- Cons: No instant headshot death, slow to move in aiming mode. Use in third-person mode for best results.

Bazooka

- Strafing Allowed? Yes
- Chocolate removal per shot: Instant kill (plus 2 points splash damage)
- Chocolate removal per headshot: Instant kill (plus 2 points splash damage)
- Pros: One hit, one kill. Extremely powerful, nearby enemies take damage as well as the victim.
- Cons: Deadly to the user if fired at close range, very slow to move and aim.

Flamethrower

- Strafing Allowed? Yes
- Chocolate removal per shot: 1 point, plus 1 additional burning damage
- Chocolate removal per headshot: 1 point, plus 1 additional burning damage
- Pros: Victim becomes uncontrollable, additional damage after attack.
- Cons: Short range, slow movement, enemy liable to ignite attacker by running wildly.

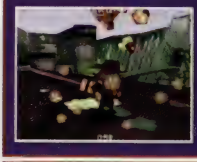
Tommy Gun

- Strafing Allowed? Yes
- Chocolate removal per shot: 2 points
- Chocolate removal per headshot: 2 points
- Pros: Rapid fire, easily cuts down advancing opponents, no reload.
- Cons: Slow to move in aiming mode, no headshot kill, only available on two levels (Vault and Heist).

Bone Bat/Baseball Bat

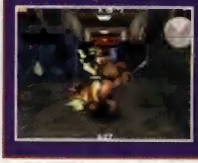
- Strafing Allowed? No
- Chocolate removal per shot: 1 point
- Chocolate removal per headshot: 1 point
- Pros: Jumping allowed, can inflict two quick shots.
- Cons: No range, light damage.

Chainsaw



- Strafing Allowed? No
- Chocolate removal per shot: Instant kill
- Chocolate removal per head shot: Instant kill
- Pros: Amusing, one-hit kills, Jumping allowed.
- Cons: No range, slightly more cumbersome than Katana.

Katana



- Strafing Allowed? No
- Chocolate removal per shot: 1 point per slice
- Chocolate removal per headshot: Two quick attacks means decapitation.
- Pros: Fantastic weapon. Two-hit attack is instant kill. Invisible to radar, silent to other players, bearer can jump higher and with more agility than usual, and it's accompanied by comedic Japanese shouting in the combat zone.
- Cons: None, apart from range. This is one evil weapon.

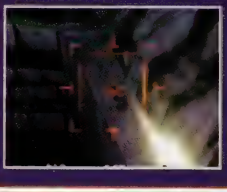
Sniper Rifle

- Strafing Allowed? Yes
- Chocolate removal per shot: 1 point
- Chocolate removal per headshot: Instant kill
- Pros: Excellent at range, pretty red laser beam when aiming. The camper's ideal weapon.
- Cons: Slow to move, some lag at distance. Laser beam gives away position, terrible at close range.

Crossbow and Bone Crossbow

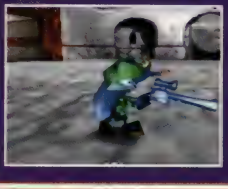
- Strafing Allowed? Yes
- Chocolate removal per shot: 1 point
- Chocolate removal per headshot: Instant kill
- Pros: Slightly faster to move than the rifle.
- Cons: Limited damage, slow to move. Laser gives away position, horrible at close range.

Turret Gun



- Strafing Allowed? No
- Chocolate removal per shot: 2 points
- Chocolate removal per head shot: 2 points
- Pros: Rapid fire, able to cut down enemy quickly.
- Cons: Stationary, slow to turn. User is unable to dodge, easily becomes surrounded.

Hand Cannon



- Strafing Allowed? Yes
- Chocolate removal per shot: Instant kill
- Chocolate removal per headshot: Instant kill
- Pros: Amazing strength, quick to aim, good to use in first- and third-person views.
- Cons: Slow to reload and move.

Bombs

- Strafing Allowed? You can sidestep before tossing the bomb
- Chocolate removal per shot: Instant kill plus 2 points splash damage.
- Chocolate removal per headshot: Instant kill plus 2 points splash damage.
- Pros: Devastating, great to throw from a high vantage.
- Cons: Usually lethal to the user due to great range. Hold ©▼ longer to throw farther.

Throwing Knives

- Strafing Allowed? Yes
- Chocolate removal per shot: 1 point
- Chocolate removal per headshot: Instant kill
- Pros: Great for headshots, good mid-range combat weapon. Can move fast when carrying weapon.
- Cons: Slow to aim, minimal damage if headshot fails.

Splashing the Boots

- Strafing Allowed? No—are you kidding?
- Chocolate removal per shot: 1 point per second
- Chocolate removal per headshot: 1 point per second
- Pros: Once it hits, it's difficult to dodge out of; good distance with practice.
- Cons: You can't travel, only rotate.

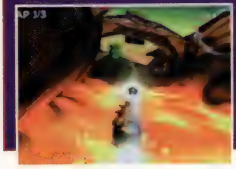
Tank

- Strafing Allowed? No
- Chocolate removal per shot: 1 point
- Chocolate removal per High Velocity shot: Instant kill
- Pros: High Velocity excellent; telescopic lens preferred for aiming.
- Cons: High Velocity shot only has three rounds of ammo, difficult to aim and move.

Raptor

- Strafing Allowed? No
- Chocolate removal per charge: 3 points
- Chocolate removal per bite: Instant kill
- Pros: Devastating close combat chomp, charge and headbutt scatters multiple opponents.
- Cons: Slow to turn, can be overrun, no range.

Jet Board



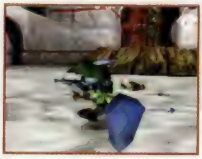
- Strafing Allowed? No
- Chocolate removal per Swipe: Enemy somersaults and slows.
- Chocolate removal per Missile: Enemy somersaults and slows.
- Pros: Use Nitros for increased speed; Missile has excellent automatic lock-on system.
- Cons: One crash destroys craft (but you regenerate soon after).

Deathmatch Games
Total War

The blue map labels are in reference to the Multiplayer Bonus Barrels game, War—Total War, on page 140. All Weapons and Spawn Points appear in Total War and Multiplayer Bonus Barrels game, War—Total War.

Map Legend

MG	Machine Guns
SAR	Semi-Auto Rifle
TK	Throwing Knives
KT	Katana
SR	Sniper Rifle
CS	Chainsaw
BZ	Bazooka
x→	Spawn Point
HC	Hand Cannon
FT	Flamethrower



Rodent Reconnaissance

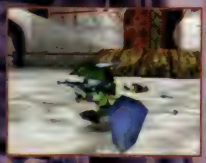
This map features two sets of strongholds—a green one held by squirrel solders and a red one swarming with Tediz. Separating the two enclosed bases is a narrow courtyard with a winding path, above which lies identical grassy areas linked by a narrow wooden bridge. An alternate route between bases lies to the right of the interior chambers, or down a shallow wooden hole in the interior courtyard to the right of the base doors. It's a sewer system running directly beneath the courtyard—a safer way to scamper from one base to the other.

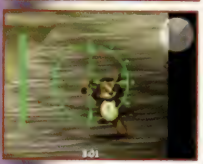
Weapons Detail

The following weapons are available in Total War:

- **Machine Guns x 2**
- **Semi-Auto Rifle x 2**
- **Throwing Knives x 2**
- **Katana x 2**
- **Sniper Rifle x 2**
- **Chainsaw x 2**
- **Bazooka**
- **Hand Cannon x 2**
- **Flamethrower x 2**
- **Bombs x 2**

Letting the Fur Fly—Combat Tactics



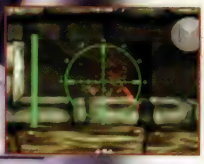


In both bases, combat is not only expected but encouraged in the main courtyard (point A). Check the number of weapons lying around here! Don't forget the extra bombs in a dark corner. Hide in the small room with the machine guns and Semi-Auto Rifle to ambush enemies emerging from the sewer, the passageway, or main doors.

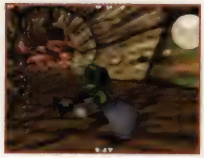
Once in the passage linking the outside grassy knoll to the balcony ledge, regroup (that is, check where your human foes are by looking at their screens), formulate an attack, or—if you have the Hand Cannon or the Sniper Rifle—aim from the passageway overlooking the bottomless pit (point B).

Scampering about the grassy area above the path (point C) is excellent for leaping down onto victims, but you are open to Sniper Rifle fire from either of the towers. The mighty Chainsaw is more than worth the risk—grab it, drop down, and head for the base doors.

If you're after the Bazooka, pick it up and run to cover before you arm yourself—its weight hinders you.



Both the sniper towers (point D) allow you free rein to zoom in on less adept foes. The problem is, while you're aiming, you will be attacked by enemies moving up from the ledge around the interior of the base. Catch those foes as they enter by hiding to one side and plugging them as they arrive. The sniper tower is also a great place to use a Katana or Chainsaw.



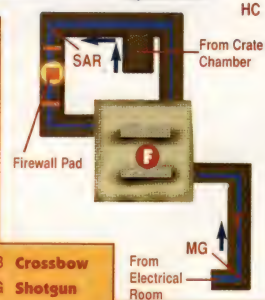
Using the sewer to sneak to the enemy base is a cunning plan. Even more amusing is lying in ambush in the wooden tunnel linking the main mud sewer pipe (point E). Alternatively, grab the Flamethrower and head for the nearest base interior to do battle with knife-wielders.

It's possible to hole up in the central sewer system, which provides great cover. Your adversaries can only attack from one of two directions. Staying to the sides of the chamber and plugging away with the Hand Cannon when an enemy rounds the corner of the main pipe is an efficient plan.

Bunker

Map Legend

MG	Machine Guns
SAR	Semi-Auto Rifle
TK	Throwing Knives
KT	Katana
SR	Sniper Rifle
CS	Chainsaw
BZ	Bazooka
↔	Spawn Point
HC	Hand Cannon
CB	Crossbow
FT	Flamethrower
SG	Shotgun
→	Ramp Down



Rodent Reconnaissance

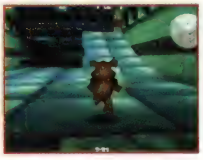
A veritable rabbit warren of interlocking corridors, ramps, and an underground latrine make Bunker a favorite among those who want both a wide variety of weapons and the chance to whiz on their friends. Any of the long corridors make excellent sniping points, and pay attention to the three Firewall pads that light up nearby walls of flame (an instant kill) when stepped on. Then there's the comedic electrocution chamber, which goes live when another nearby pad is pressed. Finally, try using advanced bladder control methods—the highlight of a deathmatch level you'll return to again and again.

Weapons Detail

The following weapons are available in Bunker:

- **Sniper Rifle**
- **Katana**
- **Machine Guns x 2**
- **Bazooka x 2**
- **Crossbow**
- **Chainsaw**
- **Hand Cannon x 2**
- **Shotgun**
- **Flamethrower**
- **Throwing Knives**
- **Semi-Auto Rifle**
- **Turret Gun**

Letting the Fur Fly—Combat Tactics



The room tiled in blue metal flooring is one of two central chambers in this zone, and useful when trekking to the latrines or up to the balconied mud chamber. But there's a catch: If you're caught in the five-second electrical storm unleashed by treading on the pad next to point A, it's instant death. Use the crate next to the ramp for safe footing.

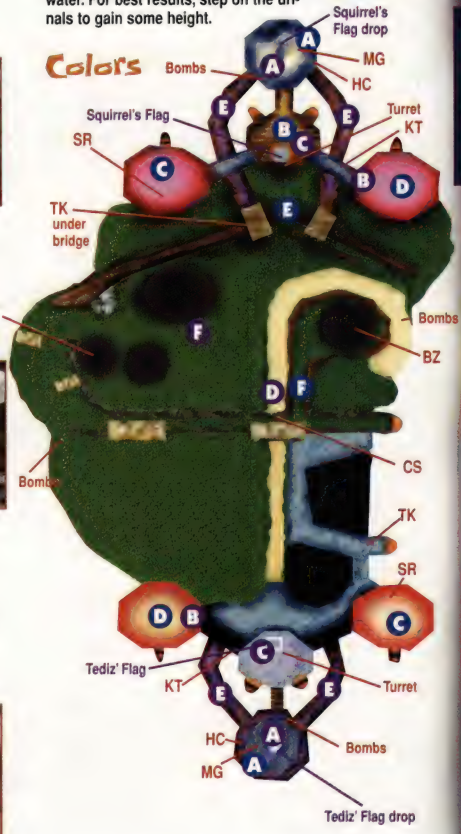
From the ramp in the electrical room, a short corridor links players to the main room of the level—the balconied mud chamber (point B). From here, you can pick up the devastating Hand Cannon, hide behind boxes, leap onto crates and up to the two support beams housing the Bazooka or the Chainsaw, tiptoe across the beams from the mesh balcony, or attack enemies on the balcony from below. Six exits on two levels make this a hard place to snipe from.

The Crossbow near the mesh balcony (point C) is a good place to take a breather, but a difficult spot to snipe from. Face either down the ramp or across to the mesh balcony and fire bolts into your enemies' hides. Finally, patrolling with the Shotgun (taken from the ramp at one end of the balcony) is a great plan—in this short corridor, the weapon is invaluable.

If you're after a moonlight stroll *and* the latest in telescopic technology, trek to the grassy arena (point D), grab the Sniper Rifle, and plug away from behind the nearby crate. If camping's your bag, move to the stack of boxes in the corner of the arena, and climb to the top.

If you encounter many enemies, don't use the Turret Gun (point E). The weapon's slow-moving nature and the level's three interlocking corridors make effective horizontal swinging difficult. Use the Bazooka behind the boxes to devastate long-range foes, or use the Hand Cannon aimed from cover.

Initially difficult to reach but a must for those seeking the least savory form of deathmatch combat, the latrines (point F) occupy the lower levels and are reached via the electrical room or the mud chamber. After you enter this less-than-four-star restroom, all standard weapons are removed automatically (they appear again after you leave), replaced by gallons of your internal water. For best results, step on the urinals to gain some height.

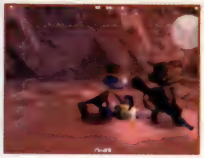


The purple map labels are in reference to the Multiplayer Bonus Barrels game, War—Colors, on page 141. All Weapons and Spawn Points appear in Colors and Multiplayer Bonus Barrels game, War—Color.

Map Legend

MG	Machine Guns
SAR	Semi-Auto Rifle
TK	Throwing Knives
KT	Katana
SR	Sniper Rifle
CS	Chainsaw
BZ	Bazooka
FT	Flamethrower
HC	Hand Cannon

Rodent Reconnaissance



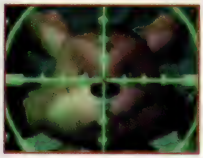
Spend your time in this narrow, open level either sniping from one of the six towers, prowling the ground tunnels leading to the outside, or running about the long trench looking for a victim to stick your Throwing Knives into. You're always better off in a building than on the open grass. Even the bridge isn't safe from snipers in the green base towers. The central ground corridor linking the bases is easy pickings for a sniper or turret gunner, so avoid it. Finally, remember where the Katana is—it allows you to leap from any of the towers and land on your feet, rather than in a shower of your own entrails. Also, the Tediz lose one health piece when they jump out of the towers without the Katana.

Weapons Detail

The following weapons are available in Colors:

- **Machine Guns x 2**
- **Hand Cannon x 2**
- **Bombs x 4**
- **Katana x 2**
- **Turret Gun x 2**
- **Sniper Rifle x 2**
- **Throwing Knives x 2**
- **Bazooka**
- **Flamethrower**
- **Chainsaw**

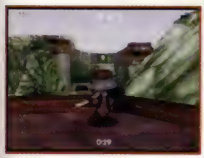
Letting the Fur Fly—Combat Tactics

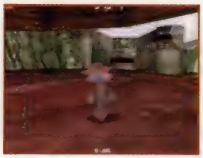
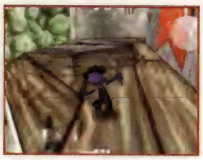


Inside both of the two bases is a main hexagonal chamber. These are fantastic spots to patrol and defend, whether you're dropping bombs on enemies fighting in the chamber below, sniping enemies coming up the ramp from the second ramp leading to the Turret Gun tower, or taking Hand Cannon potshots from point A.

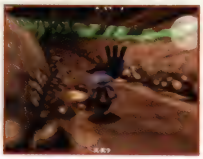
Notice that the turret tower is directly beneath the upper balcony, where the Katana is. The lower tower chamber (point B) houses the amusingly deadly Turret Gun. It's perfect for cutting to ribbons enemies foolish enough to try and collect the Chainsaw or the Bazooka.

However, there are three exits out of this room, and the foot traffic means a turret gunner is much more likely to be struck from behind. If you're feeling evil, rotate the gun around and wait for enemies to appear from downstairs. And if combat's going badly, leap out of the tower.

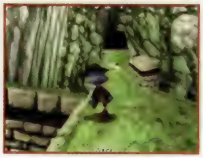
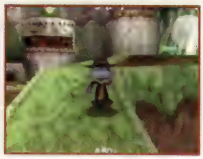


The right-hand tower of the red Tediz base (reached by heading right from the turret tower) houses a Sniper Rifle and a great aiming vantage point (point C). There's a similar tower diagonally opposite in the green base. From here, there's room to not only aim at the more cretinous opponents running about the grass, but also to snipe at enemies in the opposite towers. Foes entering the turret tower won't know what hit them! Remember: You're susceptible to attack from behind, and the tower has no window—Jump out without brandishing a Katana and you'll end up dead.



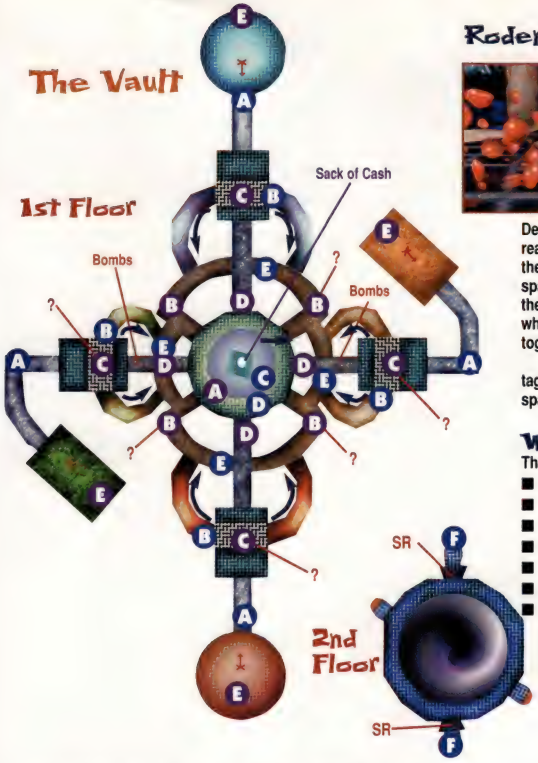
The tower to the left of the turret room (point D) is elevated at the same level as the sniper tower, but it doesn't have a weapon pickup point. It does have another exit in the right wall, which leads down a ramp to the Katana and an open roof above the turret room (point B). From here, you can Jump down to the turret room. Or you can take a Sniper Rifle, drop down while on the ramp near the Katana, and land atop the base's ground entrance—a perfect sniping spot.

On the green side of the map, a shallow but long trench (point E) is a hotbed of combat. It has non-scaleable walls and a set of Throwing Knives under one of the bridges. If you leap off the green base roof wielding a Katana, you can cut down victims before snipers can react, then head for cover—in one of the craters or under the bridge. Close melee weapons like the Chainsaw or Katana to make a great fight in this spot.

Even with snipers in the towers, the grassy area is amusing if you keep moving and your enemy is a terrible shot. Use the bridge to run from the ramped area near the two bottomless pits or the trench, and grab the Chainsaw. Or drop down *just after* the middle stone parapet ends, onto the upper ledge, then run for the Bazooka.

The Vault



Rodent Reconnaissance

Deathmatches in The Vault are unusual for several reasons: you're equipped with a Baseball Bat, it's the only time the weapons change each time they spawn, the only time you'll be able to unleash fully the power of the Tommy Gun, and the only place where four almost identical areas of a level join together.

The object here is simple—find a great vantage point or an area where those weapons keep spawning, and cut down anyone you see nearby.

The purple map labels are in reference to the Multiplayer Bonus Barrels game, The Heist on page 139. All Weapons and Spawn Points appear in Vault and Multiplayer Bonus Barrels game, The Heist.

Weapons Detail

The following weapons are available in Vault:

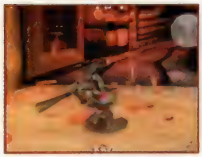
- **Baseball Bat (already equipped)**
- **Bazooka**
- **Throwing Knives**
- **Tommy Gun**
- **Bombs**
- **Sniper Rifle x 2**
- **Crossbow**

Map Legend

BZ	Bazooka
TK	Throwing Knives
TG	Tommy Gun
?	These weapons randomly appear as one of the above weapons
SR	Sniper Rifle
⤜	Spawn Point
→	Ramp Down

Letting the Fur Fly—Combat Tactics

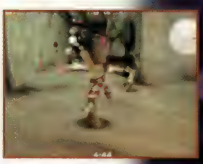
Don't underestimate the value of the four differently-colored safes (the usual starting point in this deathmatch). If you can make your way back from the top floor alcove with a Sniper Rifle—or failing that, a Crossbow—you can set up camp at the end of the starting corridor (point A) and take down enemies wandering along the corridor. To avoid being clubbed from behind, the back wall of the blue or red area is the safest place to be.



Until you understand how this level pieces together, you want a weapon quickly with a minimum of messy combat. Run up one of the many colored ramps in the neighborhood (point B). You appear on the mesh balcony where there're usually bombs and a weapon to pick up.

Above the center of the level is a balcony overlooking it (point D). The balcony is in proximity to the three other exits (all of which lead to another mesh balcony and more ordnance). Those with bomb-dropping in mind should be cautious. Bombs lobbed off the side of this balcony will bounce back, killing you.

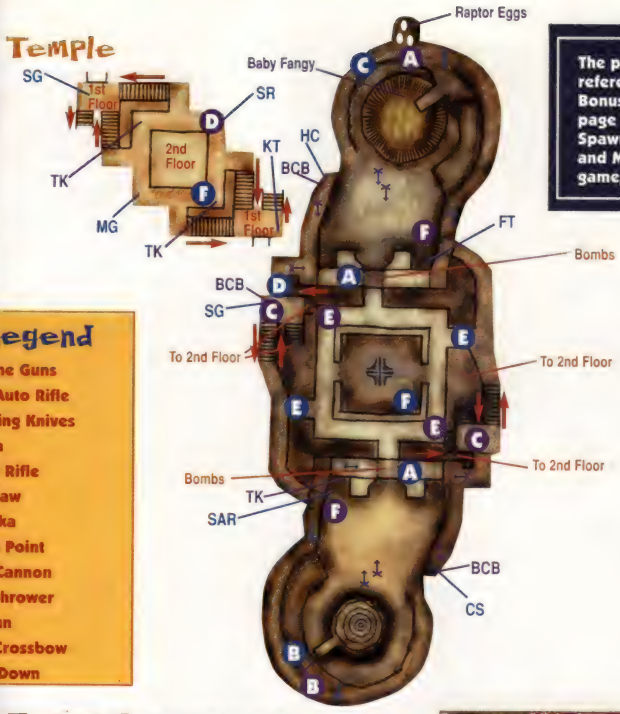
Most of the battle occurs in the many curved ground-floor corridors (point E), where the confusing linking passageways are perfect for an ambush. Grabbing knives or a Bazooka, then waiting for just-spawned foes to appear is a favorite plan. The corridors are disorienting and unsafe. They guarantee combat sooner rather than later.



If you're having trouble finding your opponents or want a quick and unpleasant fracas, challenge your enemy in the middle of the room (point C). Only wander through here if you're lost or need to reach the other end of the level quickly. You can coax out an enemy by running down a corridor. Then quickly turn and produce a large and rapidly-firing weapon.

Wondering how to get up to the two sniping alcoves (point F)? While on the mesh balcony (point D), head to the wall and execute a Crouching Jump (Z, then A). You land on another balcony (itself a great place to prowl). Then enter one of the two doorways, to appear on a great sniping spot, spoiled only by enemies who creep up behind you.

Temple



The purple map labels are in reference to the Multiplayer Bonus Barrels game, Raptor on page 138. All Weapons and Spawn Points appear in Temple and Multiplayer Bonus Barrels game, Raptor.

Map Legend

MG	Machine Guns
SAR	Semi-Auto Rifle
TK	Throwing Knives
KT	Katana
SR	Sniper Rifle
CS	Chainsaw
BZ	Bazooka
×→	Spawn Point
HC	Hand Cannon
FT	Flamethrower
SG	Shotgun
BCB	Bone Crossbow
→	Stairs Down

Rodent Reconnaissance

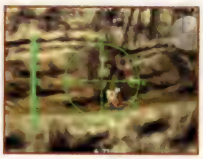
If you like your combat a touch bizarre, try the prehistoric craziness of Temple. The level is simple—two muddy courtyards connected by a temple linked with corridors. However, the grunting Ugas have several interesting fighting tools to wrap their Cro-Magnon brains around—all the modern weapons of the previous levels, not to mention the Bone Clubs. Or you can choose a 20-ton snarling mouth-on-legs—Fangy the Green Raptor. Unlike the Ugas, Fangy can't use these newfangled pieces of killing ordnance, and instead relies on headbutts and chomping. Pit the Raptor against a single Uga, though, and Fangy devours his opponent every time.

Weapons Detail

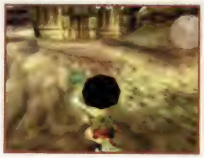
The following weapons are available in Temple:

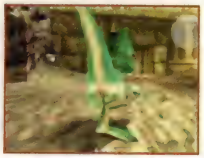
- **Raptor Jaws (already equipped)**
- **Shotgun**
- **Sniper Rifle**
- **Machine Guns**
- **Katana**
- **Hand Cannon**
- **Flamethrower**
- **Bombs x 2**
- **Semi-Auto Rifle**
- **Bone Club (already equipped)**

Letting the Fur Fly—Combat Tactics



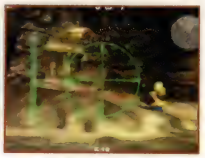
The slab of sandstone forming the roof of the entrance to the temple area is a great vantage point. You can Jump onto it, and bombs you drop from here make spectacular attacks (point A). For more precise foe disposal, Jump to the ledge opposite the temple side entrance, then grab the Hand Cannon. If you're at the other entrance, Jump down with Chainsaw and run amok.



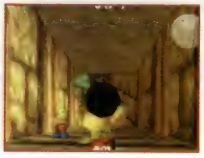


Stay away from that large Frying Pan with the fire under it. You'll sizzle to death if you fall into the pan, unless you wrestle your Uga to the edge quickly. The fire beneath is extra hot and crisps your Uga in seconds.

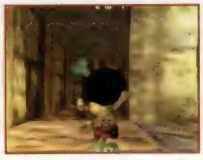
If you're a Raptor, this ramp (point B) and central muddy area is a great place to chow down on Uga braves, because there's enough room to turn around and charge.



The empty Fangy nest and surrounding ramp (point C) is the best place for an angry Raptor player to take out his or her frustration on the other Ugas, because there's more room to move. Ugas with a good long-distance weapon and telescopic ability can take up refuge in the cave and snipe. Finally, try firing the Flamethrower before a Raptor charge. There's enough room to move out of the way and avoid receiving damage yourself.



The muddy enclosed area at the far side of the temple entrance beam leads to a ledge that drops to the top of the stairs on either side of the temple interior. With a telescopic weapon, it's a decent vantage to catch enemies coming up the stairs, and you can take one of two extremely potent weapons at the top of the steps.



The interior corridors of the temple are confusing until you realize that the level is mirrored. This area is perfect for launching a couple of attacks, then diving behind cover. If you're after the best in weaponry, take the side entrance to the temple and run up the stairs on the left side.

A couple of choice weapons lie in the second-floor balcony above the central temple room. Machine Guns are great for wading through the enemy in first-person mode on the temple room ledge and anywhere else in the enclosed space of the temple. Take the Sniper Rifle from its spawn point to the top of the steps or an alcove that has no entrance to use as an enemy ambush point.

The central ledge isn't the best spot for Sniper Rifle combat—you can be broad sided from far too many entrances.

Map Legend

SR **Sniper Rifle**
BZ **Bazooka**
x↔ **Spawn Point**
PB **Power Boost Pills**

Multiplayer Bonus Barrels

Beach

Rodent Reconnaissance

If you choose to control a refugee squirrel, you're offered a chance to dash for freedom from a wooden pier across a beach and into the target reticules of two Tediz holed up in the red base towers at the far end of the level. You've no weapons of any kind. The Tediz choose a Turret Gun, Sniper Rifle, or Bazooka and wait for the tell-tale "haw-he-haw-he-haw" sounds and visual contact before they cook a little French squirrel.

The Frenchys get one point per squirrel escapee, and the Tediz get a point for every squirrel they dispatch.

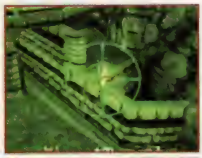
To spice matters up a little, the squirrels can attempt to destroy both Tediz by running for a detonator on top of a hillock. Or they can find a container of Power Pills, which doubles their speed for around 10 seconds. The side to accumulate the most points in the allotted time wins.

Weapons Detail

The following weapons and items are available on Beach:

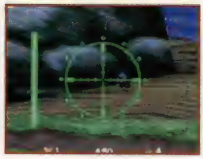
- **Bazooka**
- **Turret Gun**
- **Sniper Rifle**
- **Power Pills x 2**

Letting the Fur Fly—Tediz Combat Tactics



The tower at point A houses a Bazooka, which doesn't have a great telescopic lens but can demolish unarmed Frenchys with a direct hit. If you're holed up here, move to the right side of the tower—there is more of the level below. Pay particular attention to guarding the Power Pills in the left corner under the bridge.

The central tower (point B) Turret Gun is excellent for targeting Frenchys foolish enough to run straight down the middle path. Remember, you have to hit a squirrel three times to dispatch him, so catching a Frenchy in your sights early is a must. Check both the left-hand and right-hand paths for movement with your Turret Gun's target zoomed out to catch more of the level.

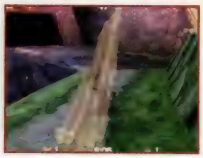


The right-hand tower (point C) houses the most efficient Frenchy-killer—the Sniper Rifle. Move to the far left of the tower to check more of the level. Your high position gives you the edge in picking off any Frenchys moving up the grassy bank toward the bridge. If you know the Frenchys are emerging from the wooden pier diagonally opposite your tower, train your gun on that, and take down squirrel after squirrel.

Letting the Fur Fly—Frenchy Squirrels Combat Tactics

If you manage to make it up the beach without cranial explosion, head left around the hillock to emerge at point D. Hug the left rock wall, then zigzag to the Power Pills. Once hyped up, execute a wide turn (don't turn too sharply or you fall into the bottomless pit), then run down the short ramp to freedom. Turn too wide and you fall into the central path, landing prone and wide open to attack.

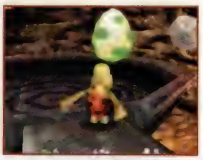
The second route is around the grassy bank, using the two stone parapets as cover, then onto the bridge. From there, Jump down to the second point E *just after* you cross over the main path and onto the path to the top of the hillock. Here, the Frenchy lets out an excited squeak and can stand on the large red iron detonator. This destroys all three towers and gives you one point per Tediz kill. The Tediz respawn.



The main path is the least safe. Travel on the grassy bank to one side of the path to reach the underneath bridge support without any problem. Then you have the choice of heading to the Power Pills in the corner or Jumping down onto the path (point F). If you run down this path, zigzag running and Jumping is recommended—you'll be shot fewer times.

Raptor

Rodent Reconnaissance



The Temple deathmatch map returns with all-new prehistoric weapons, and a titanic fight for food between Uga braves and a brood of Raptors. The Fangy crew has several eggs that have to be stolen, taken all the way back to the Uga arena, and deposited on a giant frying pan. Because Raptors can chomp their way through a couple of Ugas without any problem, Ugas must outnumber Raptors by at least three to one to ensure a fair fight.

Ugas must work as a team. Similarly, Raptor players shouldn't get too caught up chasing Ugas, but instead guard the eggs. The team with the most points wins; each egg sizzling on the pan is worth two points.

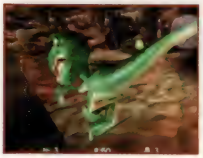
Please refer to the Temple maps on page 136 for item locations. The labels pertinent to this mission will be in purple.

Weapons Detail

The following weapons are available on Raptor:

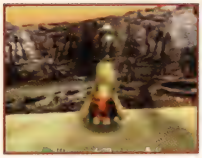
- **Bone Clubs (already equipped)**
- **Raptor Jaws (already equipped)**
- **Throwing Knives x 4**
- **Bone Crossbow x 4**
- **Bombs x 2**

Letting the Fur Fly—Combat Tactics



Here's where the main action takes place—the Raptor arena leading to point A, a small cave full of green-spotted Fangy eggs. A small mini-Fangy sits on the nearby nest gibbering quietly, and only tries to nip Ugas who venture too close. Check your radar, then quickly scoot up the ramp and take the eggs. Then it's just a matter of hoping your teammates deal with the Raptor problem.

The preferred route back to the frying pan is down the ramp from the nest, through the main temple entrance, right, then left down the long corridor until you spot the right-hand side entrance. Once through here, emerge into your own arena via the side entrance, and waddle up the slope to point B. Crack open the egg for two points.



The top of the stairs (point C) is a great place for an Uga to lie in wait with his Bone Crossbow, providing his teammates aren't overwhelmed by Raptor combat. Hit a Raptor in the stomach with a bolt, and repeat until the beast falls. Be warned, though, that clubs and bolts damage and infuriate your own team, so aim with care.

A shock awaits those who think they can escape a Raptor by heading to the top of the temple (point D) and stopping to catch their breath. The Raptor can fit down all the passageways that the Ugas move through, and are intent on retrieving their eggs. Rarely used, this area is for quick collection of Throwing Knives.

The temple corridors (point E) are an initially confusing maze where a Raptor can bear down on an Uga in seconds. Stay in the long corridors if you plan to ambush a Raptor, because you have more time to shoot Throwing Knives and Bone Crossbow bolts. Raptor players shouldn't spend much time in here, because you'll be too far from your eggs and open to attacks from both directions.

The side entrances to the mud arenas allow Ugas to circle a Raptor lured to the main temple entrance by cunning teammates. Raptor controllers, take note: Stay well back unless you're chasing an egg carrier or you're sure you can trot back from side corridor combat before an egg goes missing.

Heist

Please refer to the Vault maps on pages 135 for item locations. The labels pertinent to this mission will be in purple.

Rodent Reconnaissance

The objective is simple—dash to the middle of the level (the deathmatch level Vault), grab the Sack of Cash, lug it to your color-coded safe, and impress that weasel boss before he takes a bat to your head.

Of course, there's the little matter of the other players having exactly the same plan. Also, you can't use weapons when carrying the money, and after you drop the cash (either by being shot, or by pressing Ⓑ) it bounces back to the middle of the arena.

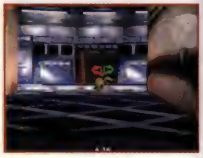
Weapons Detail

The following weapons and items are available on Heist:

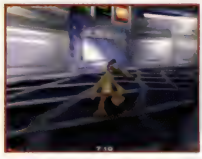
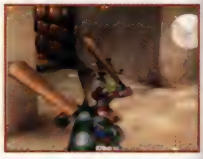
- **Baseball Bat (already equipped)**
- **Bazooka**
- **Throwing Knives**
- **Tommy Gun**
- **Bombs**
- **Sniper Rifle x 2**
- **Sack of Cash**

Letting the Fur Fly—Combat Tactics

Before the subtleties of ranged combat and ambushes begin, the center of the room where the Sack of Cash rests (point A) is usually the site of a clubbing bloodbath, as all the recently-spawned weasels rush to claim the bag. The problem is that no one wants to grab the bag first, because the others can catch up and club them in seconds.



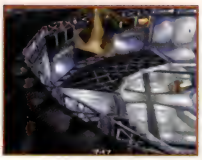
The corners of the corridors leading around the level (point B) hold a weapon more potent than the Baseball Bat. Hole up in a corridor, prowling the area for victims. You'll be able to catch players emerging from their hideout starting positions, but the main advantage to waiting here is to be ready when rivals venture into the main room to grab the cash.

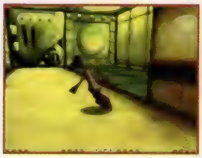
The second-floor mesh balcony and corridor and the ramp leading there (point C) aren't the best places to roam around, because most of the action takes place in the corridors below. If you know that an opponent is trying to make his way back to his hideout with cash, position yourself at the weapon spawn point above his entrance corridor and Jump down when he saunters past.

PrimaGames.com

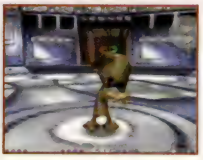
Please refer to the Total War maps on page 131 for item locations. The labels pertinent to this mission will be in red.



The entrance to the balcony (point D) overlooking the main area is a quick way to move from one part of the level to another (to cut off a rival with the cash, for example). But the limited view and the fact that cash-grabbing enemies are only briefly visible means you should avoid the balcony area.

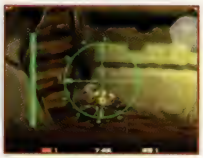


The actual safes you're heading toward (point E) are vital to your success in this game. The red and blue players are at a distinct disadvantage here—they have a slightly shorter distance to travel, but they're always in their opponents' line of sight, making them easy targets. Green and yellow players can turn a corner and avoid gunfire from pursuing foes.



The upper balcony (point F) leading to the Sniper Rifle ledges is used rarely in this game. To remain in contention, you soon have to Jump down and enter the fracas. Alternatively, you may Crouch and leap up here from the mesh balcony to grab the Sniper Rifle, then use it on the ground.

War—Total War
Rodent Reconnaissance



It's back to the well-stocked deathmatch map called Total War for this first combat variation, which is essentially deathmatch with an objective. All the strategies of Total War can be used in this mode, but remember the mission at hand. A couple of your teammates, playing as either squirrels or Tediz, must infiltrate the other base and find the Chemical Canister in the small room off the ledge around the main interior courtyard.

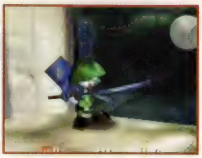
After the Canister is in your possession, scamper down the sewer tunnel entrance and into the main sewage room. Waddle up to the sewage intake pipe (the square metal thing in the middle of the room), into which you automatically drop the Canister. After five seconds, the entire level is gassed, except for the sewage intake room (which is sealed by descending doors). Anyone on either team who is not wearing a gas mask faces an unpleasant death by asphyxiation.

Weapons Detail

The following weapons and items are available on Total War:

- **Machine Guns x 2**
- **Semi-Auto Rifle x 2**
- **Throwing Knives x 2**
- **Katana x 2**
- **Sniper Rifle x 2**
- **Chainsaw x 2**
- **Bazooka**
- **Hand Cannon x 2**
- **Flamethrower x 2**
- **Bombs x 2**
- **Gas Masks x 6**
- **Chemical Canister x 2**

Letting the Fur Fly—Combat Tactics



Study point A closely. These three rooms in both bases house the gas masks you need when your teammate shoves the Chemical Canister in the sewage pipe. When the sirens sound, make sure you're no more than five seconds away from these rooms, otherwise the green gas catches you. Good teamwork prevents unplanned deaths.

The first time you play this mode, study your base's own interior courtyard and adjoining rooms. The rectangular room with the giant floating green test tube (point B) is your target, and the area you need to defend. Defend this area from encroaching enemies, and expect enemy resistance when you try to move into this area.

Aside from going through the tunnel, the only other way enemies can grab your Canister is by running straight through the grassy area linking the two buildings. Station a sniper in one of the towers to plug away at any troops. Expect enemies to arrive through the main doors or the entrance.

The other way into an enemy stronghold is through the sewer tunnel (point D). Sending your team through here

to grab the Canister is a sly and effective way of unexpectedly overrunning the enemy base, if you don't execute the plan too many times. Afterward, it's a matter of retracing your steps and plugging in that chemical container.

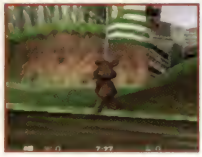
The best ambush point is the wooden connecting tunnel (point E). You know your enemy must come down this tunnel to reach the Canister drop-off point, and that he'll be carrying a heavy container, thus has no chance to retaliate. Drop from the courtyard outside, wait with a weapon armed, and attack the enemy when he or she passes your location.

The sewage intake room (point F) will be guarded by a competent enemy team. There's nothing more demoralizing for the other side that to be shot down after traveling all the way to this room. When the Canister is dropped, two vertical doors seal the area and protect those inside from the gas, so if you're in the sewer tunnel when the alarm sounds, try to get here. But watch those descending doors—they squish those who stand under them.

War—Colors

Please refer to the Total War maps on page 133 for item locations. The labels pertinent to this mission will be in purple.

Rodent Reconnaissance



This variation on normal deathmatch is known in non-rodent circles as Capture the Flag. Grabbing the enemy banner and taking it back to your own base wins extra points. You can drop the flag (press ⓑ) for about 25 seconds on the way back to your base if an enemy attacks and you need to fight back. Otherwise, the layout is identical to the deathmatch map called Colors, with the green rodent base at one end and the red Tediz lair at the other. All of the cunning strategies for Colors work here, with a few more thrown in.

Weapons Detail

The following weapons and items are available on War—Colors:

- **Machine Guns x 2**
- **Hand Cannon x 2**
- **Bombs x 4**
- **Katana x 2**
- **Turret Gun x 2**
- **Sniper Rifle x 2**
- **Flamethrower**
- **Bazooka**

Letting the Fur Fly—Combat Tactics

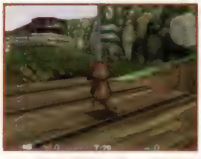
You must take the flag to point A. For that to happen, enter one of the two ground tunnel entrances. If you have teammates, ask them to position themselves around the ramp in this area to provide cover, as you're bound to have enemies on your tail.

Take note of point B—this is the only way to reach both your own flag and the enemy's. Also present is the fabled Katana—great for unleashing. To reach this point in the enemy base, pass their flag drop-off point (A), head up the ramp, into the turret chamber, then left into the left-hand tower. If you're defending, point B is a choice place to wait.

Directly above the chamber with the Turret Gun is the central roof area of the fortress (point C). This houses your flag and your enemy's. Either fall off onto the ground after you grab the flag (be aware that you can't outrun the enemy), or drop into the Turret Gun chamber, then make a break for it. Friendly snipers should provide supporting fire.

Perhaps the shortest route to victory is up the main corridor (point D). Don't attempt a flag escape through here unless you have a friend at your side, or teammates providing covering fire from the opposite towers. The Tediz have a slight advantage here, because they can Jump into the trench with the squirrel flag and use the cover to gain distance from the squirrel base.

The two muddy corridors in the enemy base (point E) are a good place to provide a welcoming committee for the enemy and the war heroes on their way back with the flag. Venturing outside could leave you defenseless and open to sniper fire. If you're attacking, prepare for opponents in this section of an enemy base.



The raised ground to the right of the main path allows bush-tailed troopers to scale or hide in the three craters, using them as cover before running to the stone bridge support to the right of the central path. If another teammate is running with you, you can Jump down onto the grass and into the enemy base with some serpentine bullet-dodging.

Tank

Map Legend

- Nitro Booster
- Shield
- High Velocity Gun Barrel
- Telescopic Sight
- ? These weapons randomly appear as one of the above weapons
- CC Chemical Canister
- ⤜ Spawn Point

TIP

You and a friend can control a single Tank, with one of you moving the vehicle and the other responsible for aiming the turret. Up to two Tanks can operate in this mode (each player needs a screen). The Turret Player is in first-person perspective, using ©▲ and ©▼ to zoom in and out, and Control Stick moves turret.

Rodent Reconnaissance

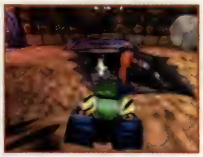
In this highly entertaining tank game with an objective similar to War—Total War, each competitor is encased in the latest rodent-tracked vehicular technology—a great big Tank—with a mission to eradicate as many enemy Tanks as possible. The way to achieve this is either by Tank-to-Tank combat, or by going to the bridge in the middle of the level, picking up the Chemical Canister, and taking it back to a base. Unless you're in one of the four bases when the warning siren starts, your Tank gets gassed, and the gasser gets credited with kills. Apart from the power-ups, this is fun, frantic, and pretty simple combat.

Weapons Detail

The following weapons and items are available on Tank:

- **Shield**
- **Nitro Boost**
- **Telescopic Sight**
- **High-Velocity Gun Barrel**
- **Chemical Canister**

Letting the Fur Fly—Combat Tactics

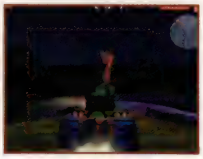


The metal shed (point A) is the only place where the chemical contaminant isn't effective—providing you're on the other side of the door when it closes. You'll sometimes find a Tank waiting in here before a chemical attack warning, so go in and destroy.

How to Spank with a Tank

Tank Upgrades

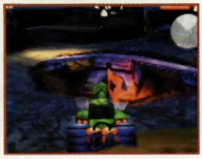
Dotted around the level are randomly placed items that can add bonus features to your Tank. Note that only one upgrade can be equipped at a time. There are power-ups in addition to the power upgrades that were covered in the multiplayer weapons section. Telescopic Sight allows you to aim using a first-person view (but you can't move unless you're in Turret Players mode) by pressing R and using the Control Stick to move. The Shield makes you invulnerable for around 20 seconds (a perfect time to charge into combat—your tank flashes blue when the Shield is in operation)—and Nitro Boost doubles your speed for around the same amount of time. Nitro Boost and Shield have energy bars showing how much power your upgrade has left.



Near the green and yellow bases is a ramp (point B) leading to a large raised area of grass that usually houses a power-up. It's a vantage point with a good view of the bridge, and you can drop into the blue or red base via the ledged exit at the opposite end of this area.

Logic dictates that the Tank commander with the Chemical Canister (which can't be removed from the Tank once equipped, and returns to the bridge (point C) if the Tank is destroyed) is able to continue the game at his or her own pace. Charge onto the bridge but don't return to a base right away. Let your enemies sweat: He who controls the Canister controls the Tank arena.

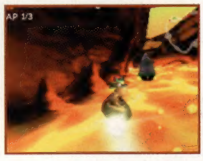
An under-used passage (point D) leads to a power-up and a choice of two tunnels leading to two different bases. It's a great place to head when you've just grabbed the Canister. With cover, you can even hide at the far end of the passage, waiting for Tanks to appear before launching all available ordnance.



The slightly smaller raised area (point E) is great for checking the bridge situation. Those with Telescopic Sight should attack from up here. After the coast is clear, simply drop down to the bridge and take the Canister, or hug the raised area's exterior wall if you're being overwhelmed by enemy fire.

Four tunnels in this zone (point F) are color-coded to match the base you're heading toward, and all are excellent for those seeking cover. Heading through here on your way to delivering a chemical payload is preferable to open arena combat, and you can always back up and choose another base if you meet an enemy down a tunnel.

Rodent Reconnaissance



If you've completed the tense and frantic race against the Uga brothers in Level 6, Uga Buga, you'll know what to expect when you hop on a Hover Board and surf the lava of the two race circuits. Race A is the original course. Race B offers the narrower but shorter route you used when catching the final Uga brother.

You need to swing a weapon (press Ⓑ) to silence enemy contestants and keep them from hitting you, especially at the start of the race. Use the Jump button (Ⓐ) to cover distance before and after gaps in the course, activate power-ups immediately rather than hold onto them. Follow these instructions and you're sure to beat our three-lap record of 51:46 seconds for Race A.

Weapons Detail—Race A

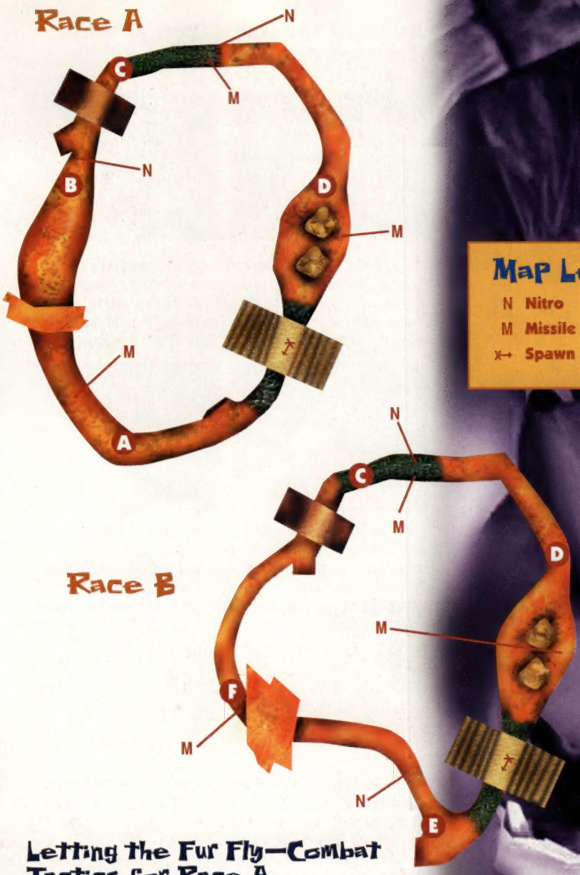
The following weapons and items are available on Race A:

- **Nitro Boost x 2**
- **Missile x 3**

Weapons Detail—Race B

The following weapons and items are available on Race B:

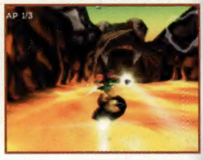
- **Nitro Boost x 2**
- **Missile x 3**



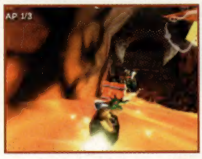
Map Legend

N Nitro
M Missile
Spawn Point

Letting the Fur Fly—Combat Tactics for Race A

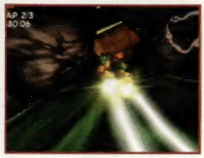


After the club combat at the start of the race (Jump and Swipe immediately to avoid being somersaulted and losing a position), head into a wide area of the track (point A); there is a bridge above you (this is the raceway of Race B). Land near the Missile, then fire it before steering to the Nitro Boost.

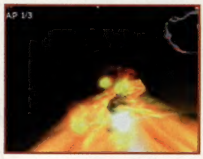


Just by the Nitro Boost (point B) is a large jump, after which you'll head through a stone temple structure, around a corner and up to the lavafall jump. Grab the Nitro Boost, and execute it immediately with a Jump—this speeds you around the corner expertly and is the fastest way around this part of the course.

Letting the Fur Fly—Combat Tactics for Both Races

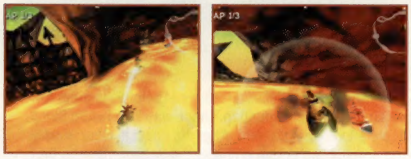


As you hit the jungle floor (point C), steer so you don't scrape against the side of the ramp before the jump. Just before the jump, grab the Nitro Boost. Extra speed is usually better than the Missile unless you're way behind the pack. Miss the jump and you'll zip straight into the lavafall.

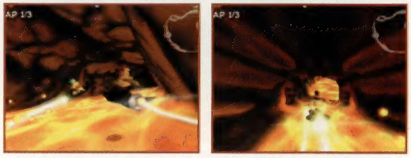


After the lavafall, there's a very narrow downward tunnel with a sharp right-hand corner (point B). As you approach the corner, turn sharply to the right and zip past the two stone columns on your left and Nitro Boost. Don't Jump too early—you can hit the start of the stadium stone floor and explode.

Letting the Fur Fly—Combat Tactics for Race B



Don't forget the sharp right turn (point E)—especially important if you've just completed a lap and are traveling at speed or are Jumping over the stadium floor. Turn quickly to avoid scraping the left wall. For extra time, turn sooner than you think you should and zip past the right wall on the corner without scraping it.



Don't use the Nitro until you're about to pick up the Missiles—use the downward tunnel toward the temple archway to pick up speed. Don't Jump. You'll hit the tunnel ceiling and explode into fleshy fragments. Instead, try a minimum of steering to clear the tunnel at Nitro speed.

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